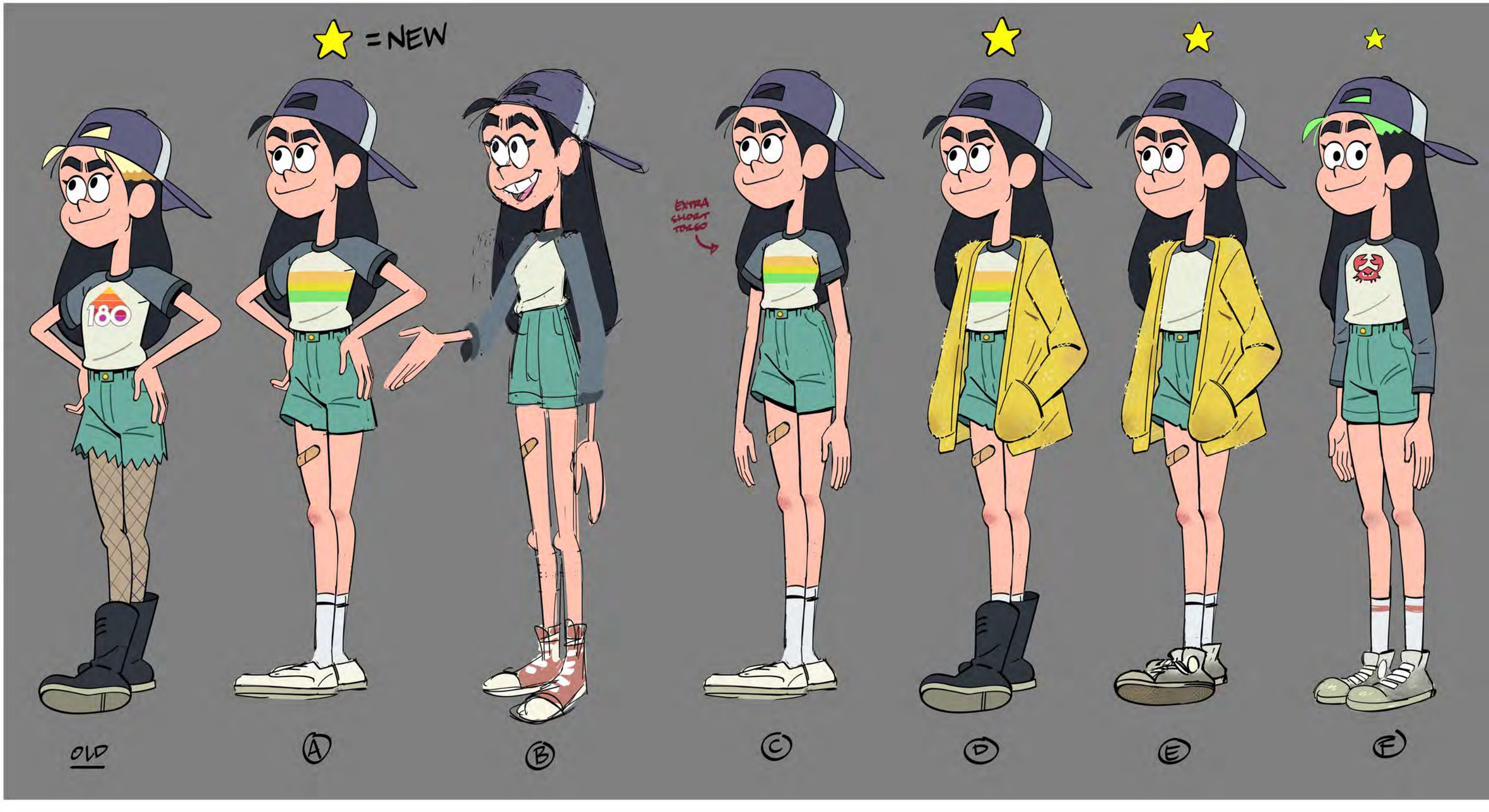
MAIN MODEL PACK

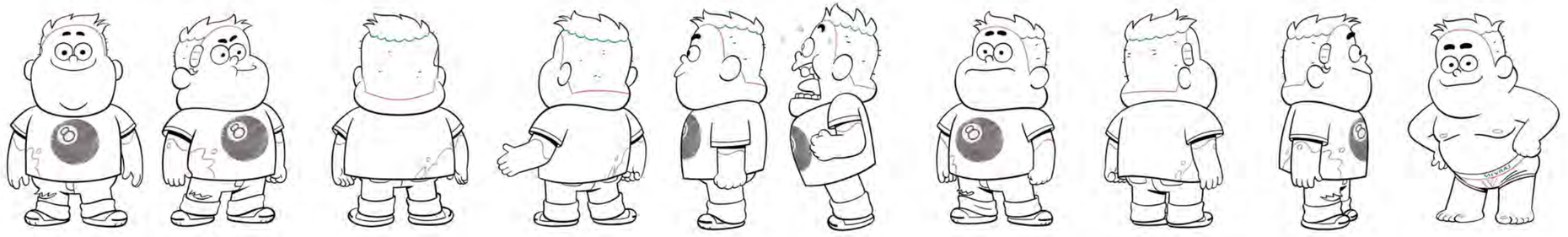
12/17/21

NETFLIX	**Episode:** 101	**Asset:** Mel	**Stage:** CONCEPT	**Version:** v080	**Artist:** DH

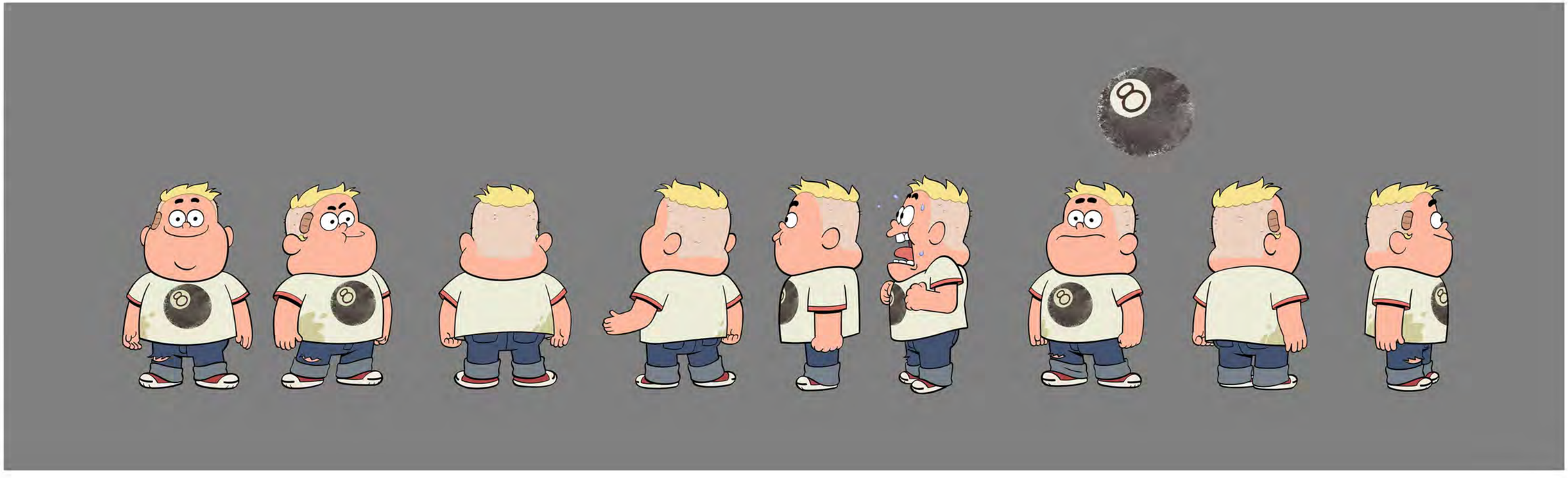


NETFLIX	**Episode:** 101	**Asset:** MelPoses01	**Stage:** CLEAN	**Version:** v001	**Artist:** DH

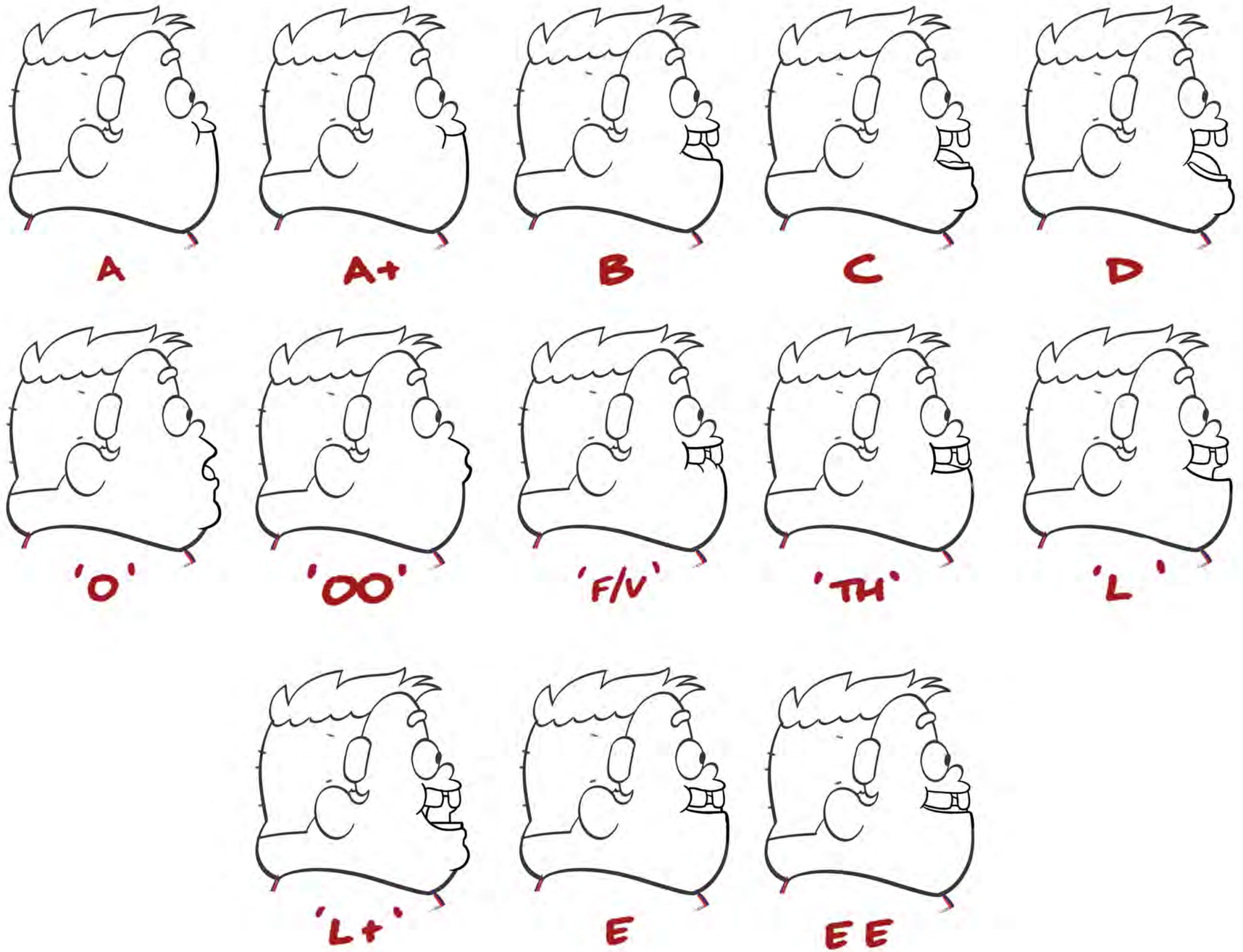
NETFLIX	**Episode:** 101	**Asset:** LarvinTurn	**Stage:** CLEAN	**Version:** v003	**Artist:** BS



NETFLIX	**Episode:** 101	**Asset:** LarvinTurn	**Stage:** COLOR	**Version:** v003	**Artist:** DH



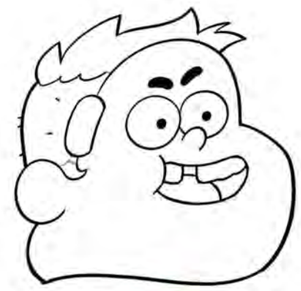
NETFLIX	**Episode:** 101	**Asset:** LarvinProfileHappy	**Stage:** CLEAN	**Version:** v001	**Artist:** BS



NETFLIX	**Episode:** 101	**Asset:** LarvinMouthChart3qtr	**Stage:** CLEAN	**Version:** v002	**Artist:** DH

A

A+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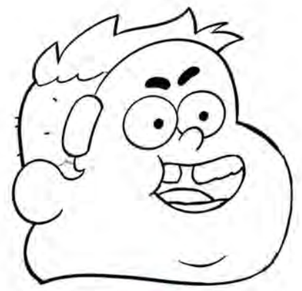
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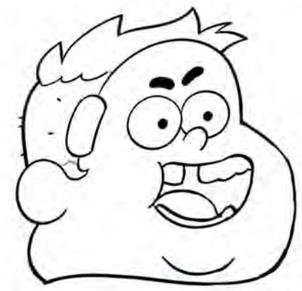
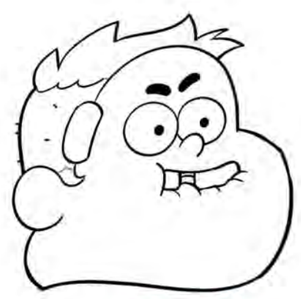

D

'O'

'OO'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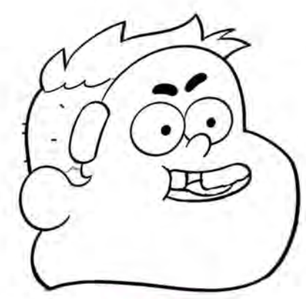
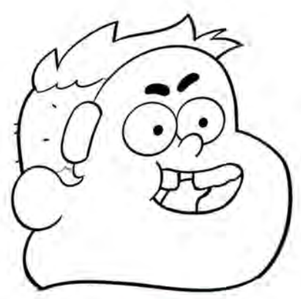
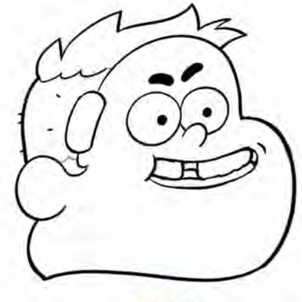

'TH'

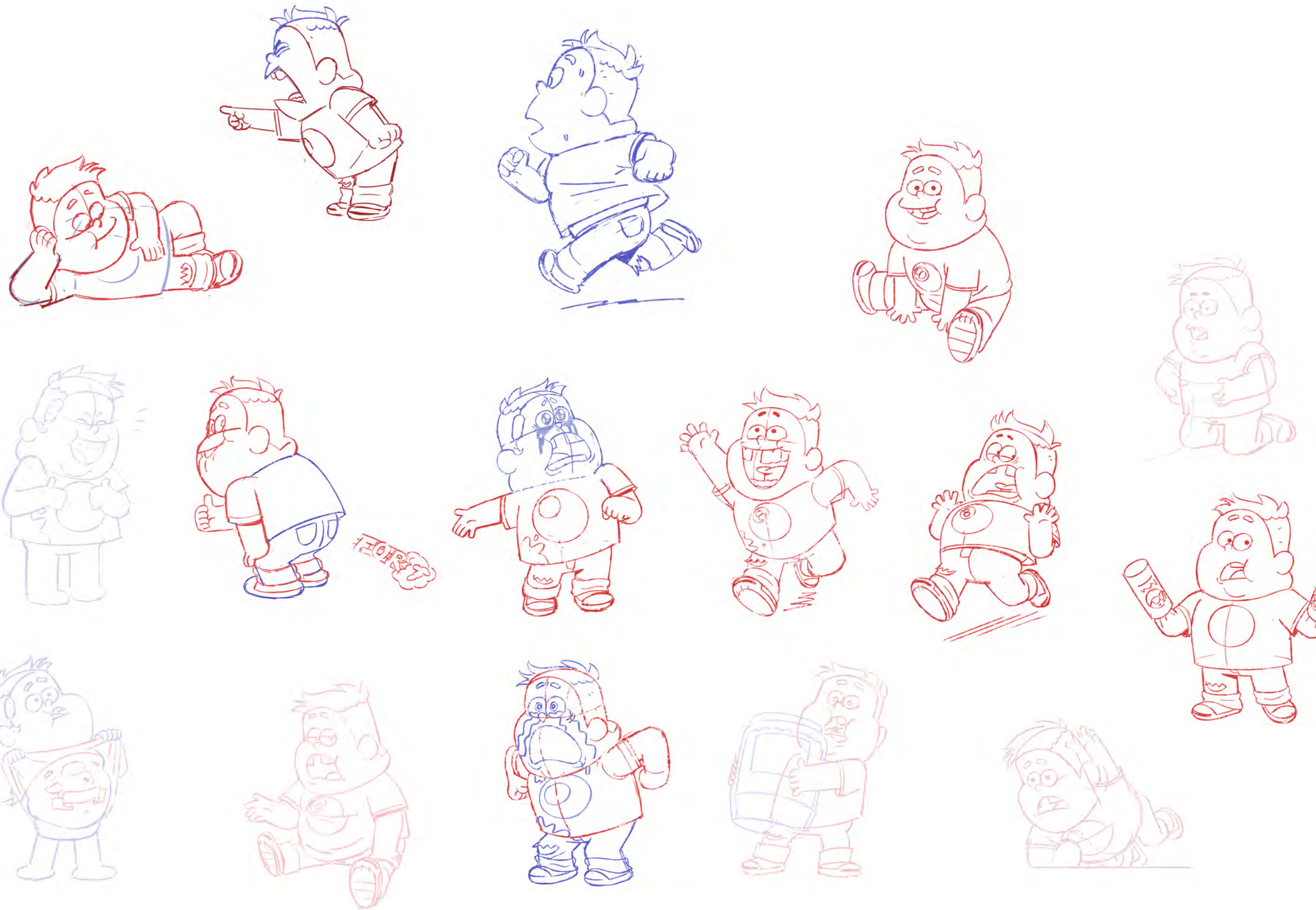

'L'

'L+'

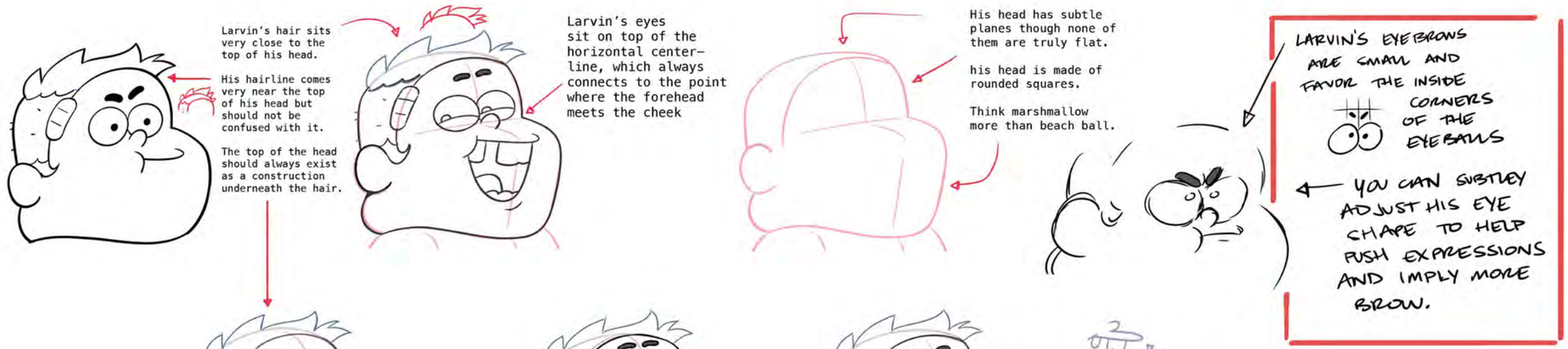
E


EE

NETFLIX	**Episode:** 101	**Asset:** LarvinPoses	**Stage:** ROUGH	**Version:** v003	**Artist:** DH

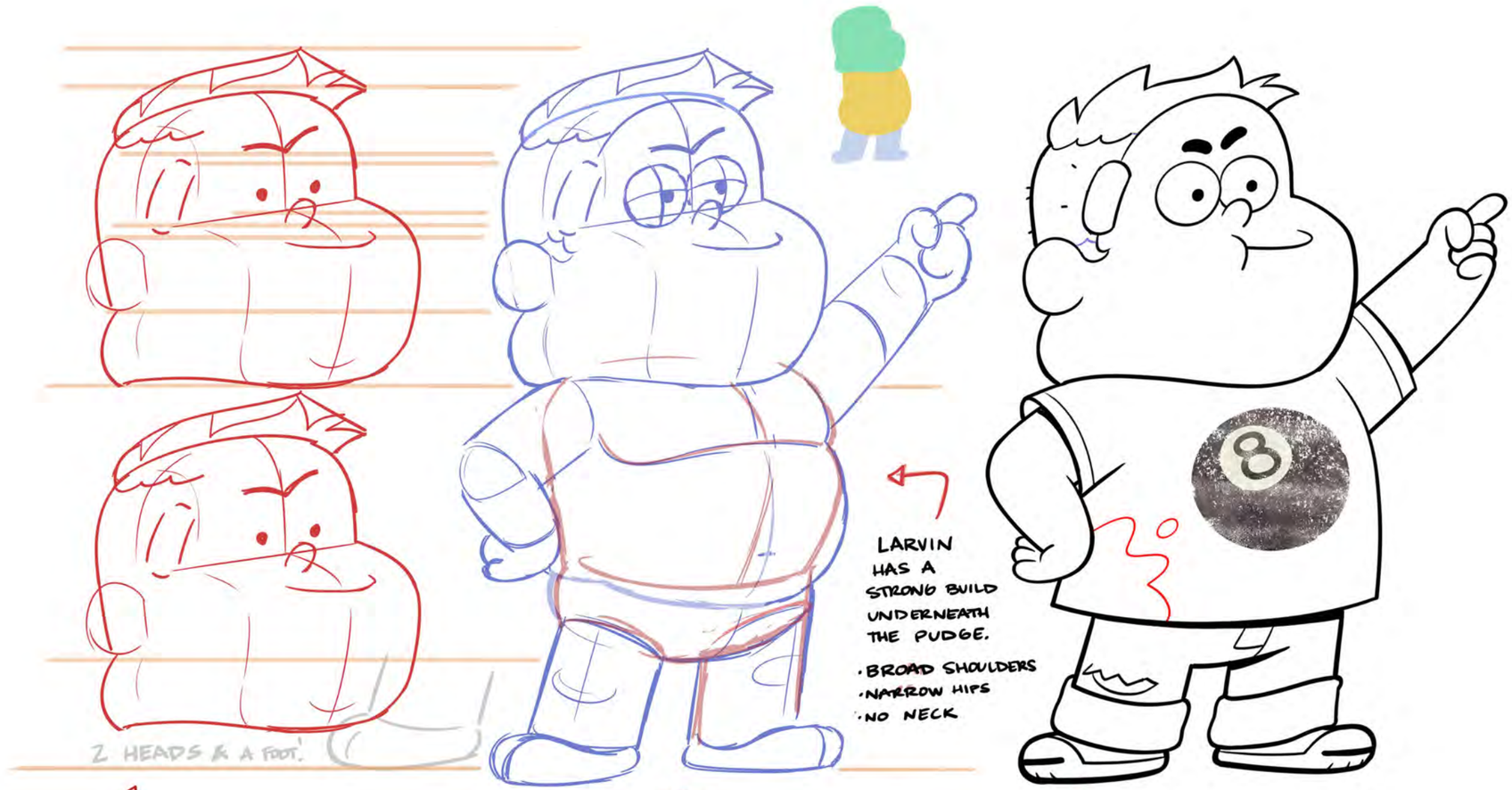


NETFLIX	**Episode:** 101	**Asset:** LarvinExpressions	**Stage:** CLEAN	**Version:** v002	**Artist:** DH


Larvin's hair sits very close to the top of his head.
His hairline comes very near the top of his head but should not be confused with it.
The top of the head should always exist as a construction underneath the hair.
Larvin's eyes sit on top of the horizontal center-line, which always connects to the point where the forehead meets the cheek
His head has subtle planes though none of them are truly flat.
his head is made of rounded squares.
Think marshmallow more than beach ball.
LARVIN'S EYEBROWS ARE SMALL AND FAVOR THE INSIDE CORNERS OF THE EYEBALLS
YOU CAN SUBTLEY ADJUST HIS EYE SHAPE TO HELP PUSH EXPRESSIONS AND IMPLY MORE BROW.
DON'T LET THE TOP LIP GET TOO BIG, ESPECIALLY ON BIG OPEN MOUTH SHAPES.
CHARACTERS CAN SQUASH AND STRETCH BUT GENERAL MASS & VOLUME SHOULD BE CONSISTENT THROUGHOUT. *

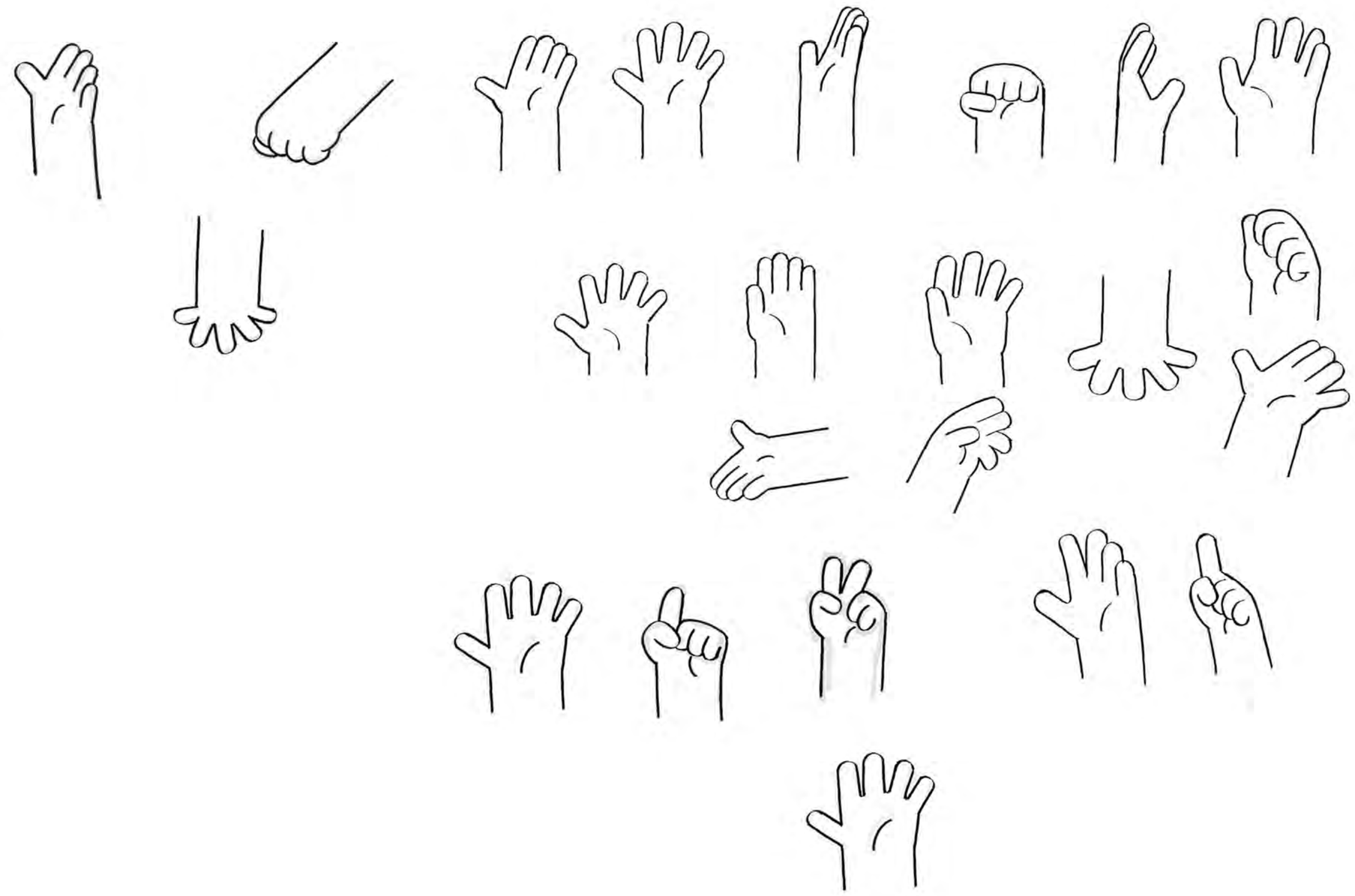
NETFLIX	**Episode:** 101	**Asset:** LarvinExpressions02	**Stage:** ROUGH	**Version:** v001	**Artist:** DH

NETFLIX	**Episode:** 101	**Asset:** LarvinConstruction	**Stage:** CLEAN	**Version:** v002	**Artist:** DH

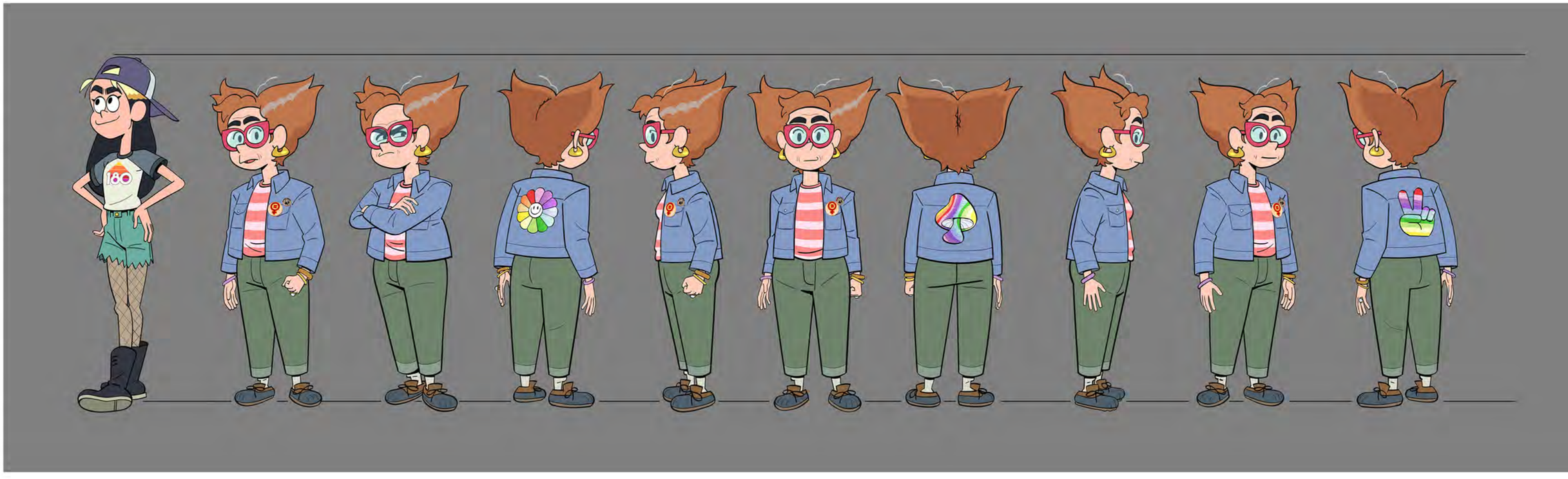

2 HEADS & A FOOT.
LARVIN IS JUST OVER 2 HEADS TALL *
*(INCLUDING HAIR)
LARVIN HAS A STRONG BUILD UNDERNEATH THE PUDGE.
· BROAD SHOULDERS
· NARROW HIPS
· NO NECK
LARVIN IS CONSTRUCTED WITH SIMPLE TUBES & SPHERES · HE SHOULD ALWAYS BE SOLID & VOLUMETRIC
ALL DETAILS SHOULD WRAP TO FORMS !!

NETFLIX	**Episode:** 101	**Asset:** LarvinHandChart	**Stage:** ROUGH	**Version:** v001	**Artist:** DH

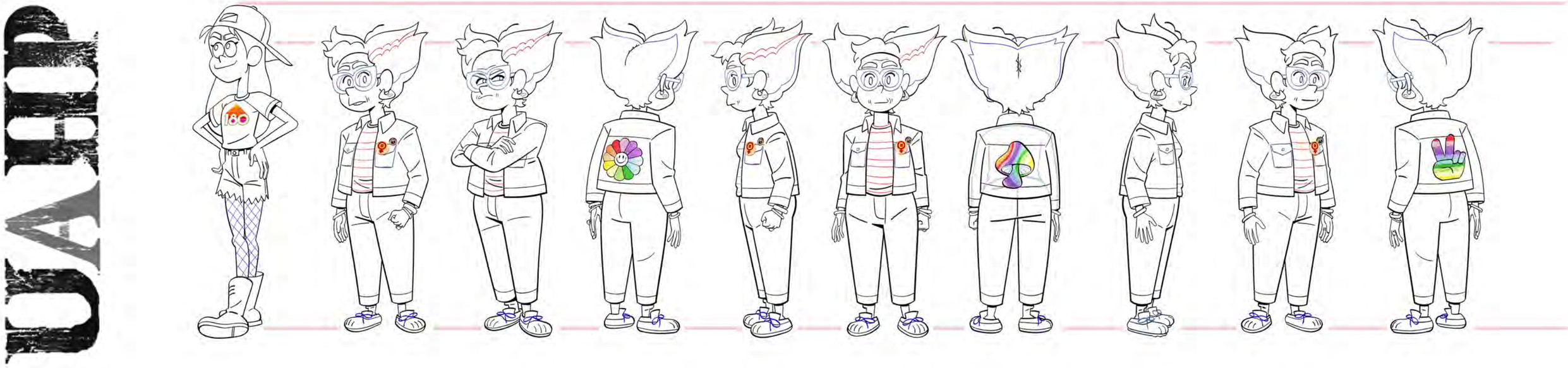
UAL



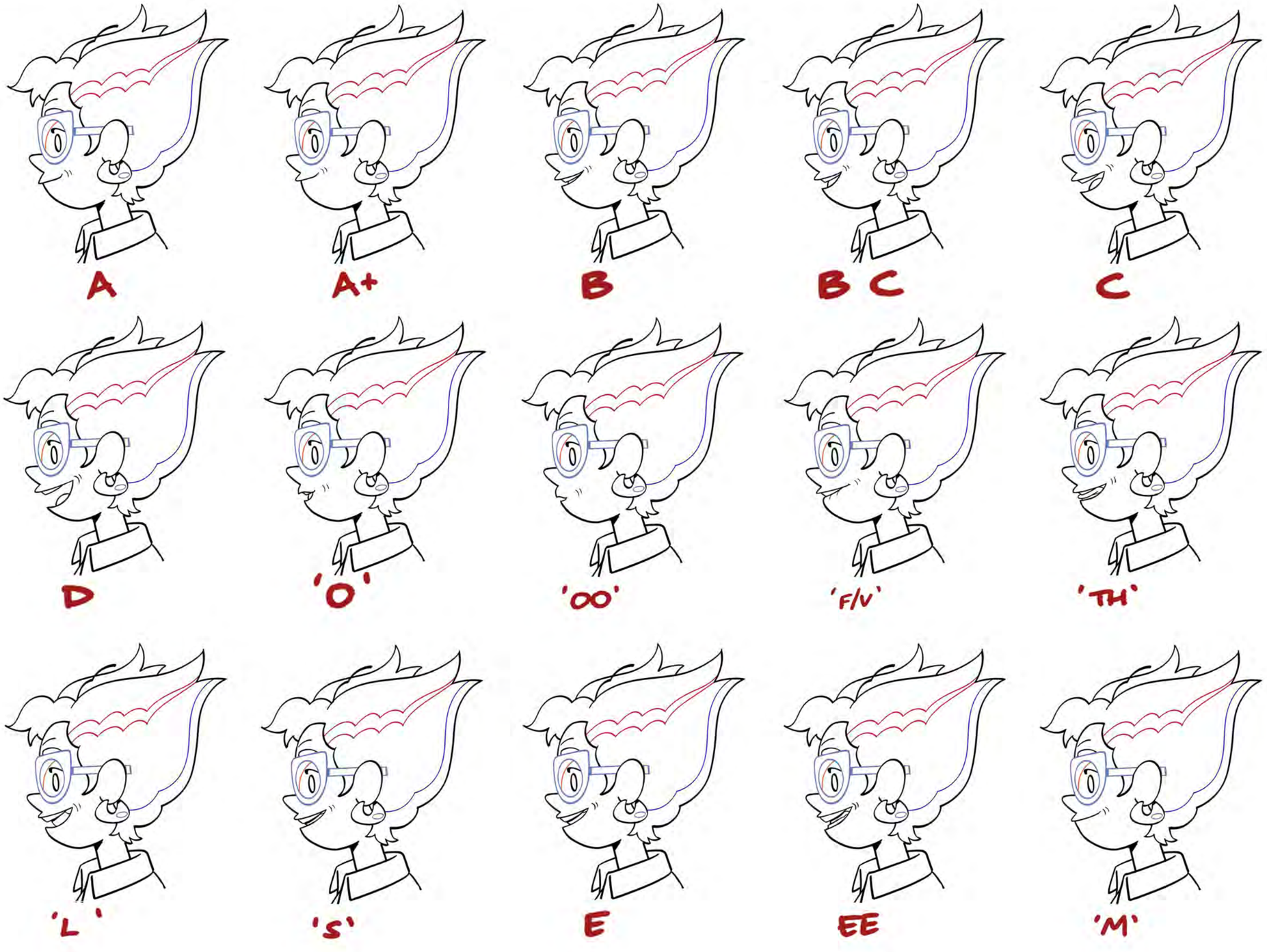
NETFLIX	**Episode:** 101	**Asset:** CrystalTurn	**Stage:** COLOR	**Version:** v005	**Artist:** DH



NETFLIX	**Episode:** 101	**Asset:** CrystalTurn	**Stage:** ROUGH	**Version:** v005	**Artist:** DH



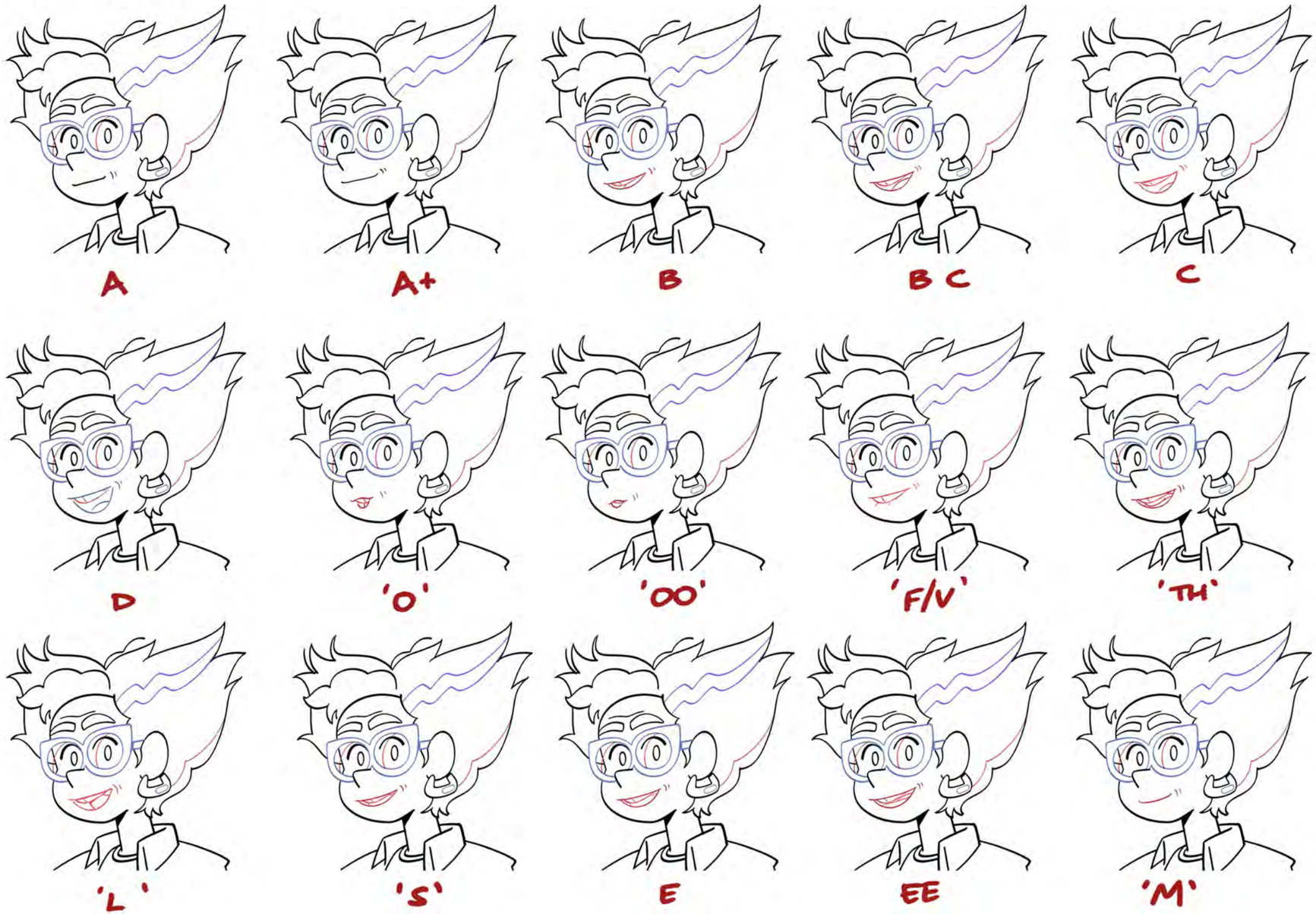
NETFLIX	**Episode:** 101	**Asset:** CrystalProfileHappy	**Stage:** CLEAN	**Version:** v001	**Artist:** BS



UAB

NETFLIX	**Episode:** 101	**Asset:** CrystalMouthChart3qtrHappy	**Stage:** ROUGH	**Version:** v001	**Artist:** DH

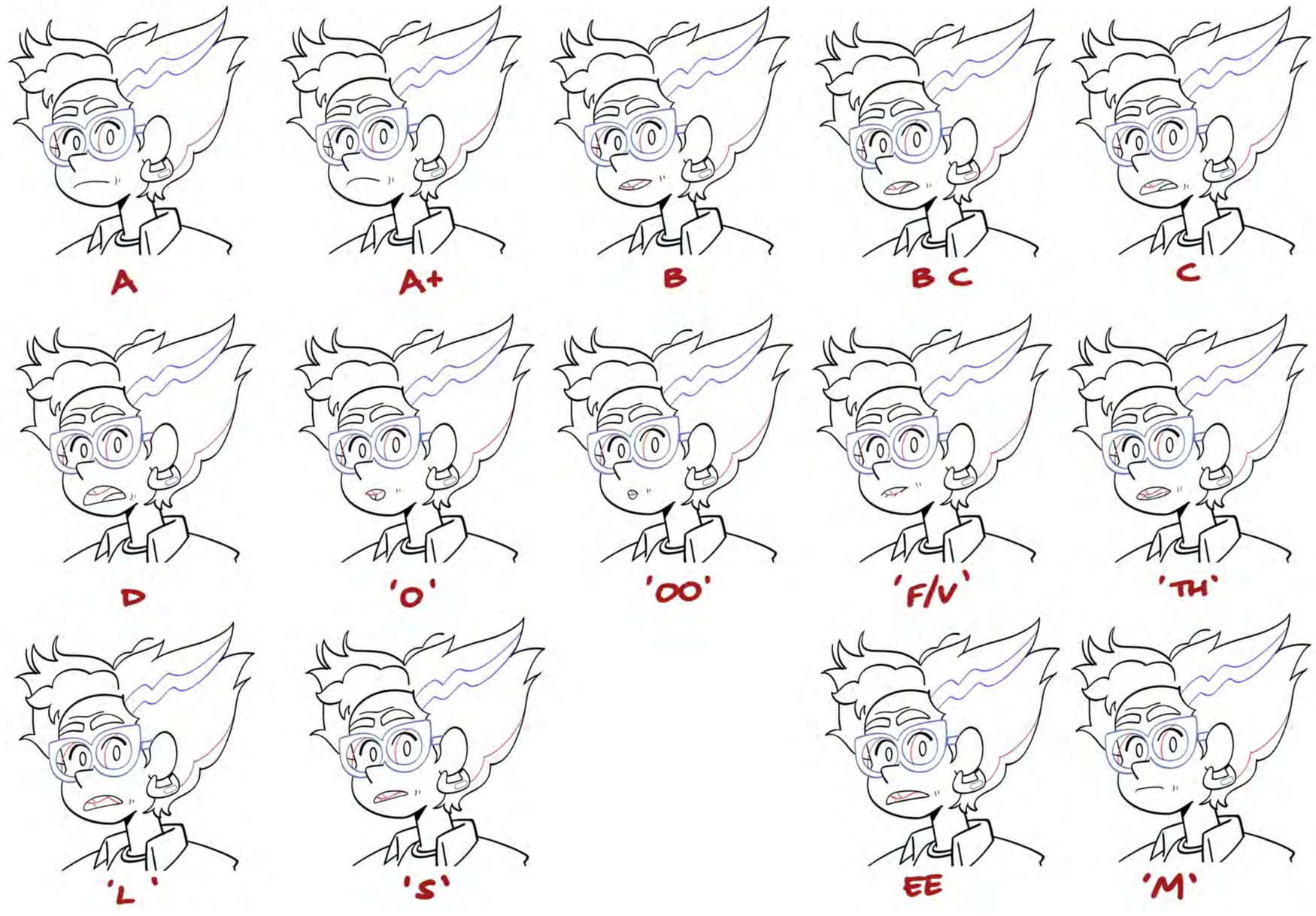
'Happy' or 'Upturned' Mouths



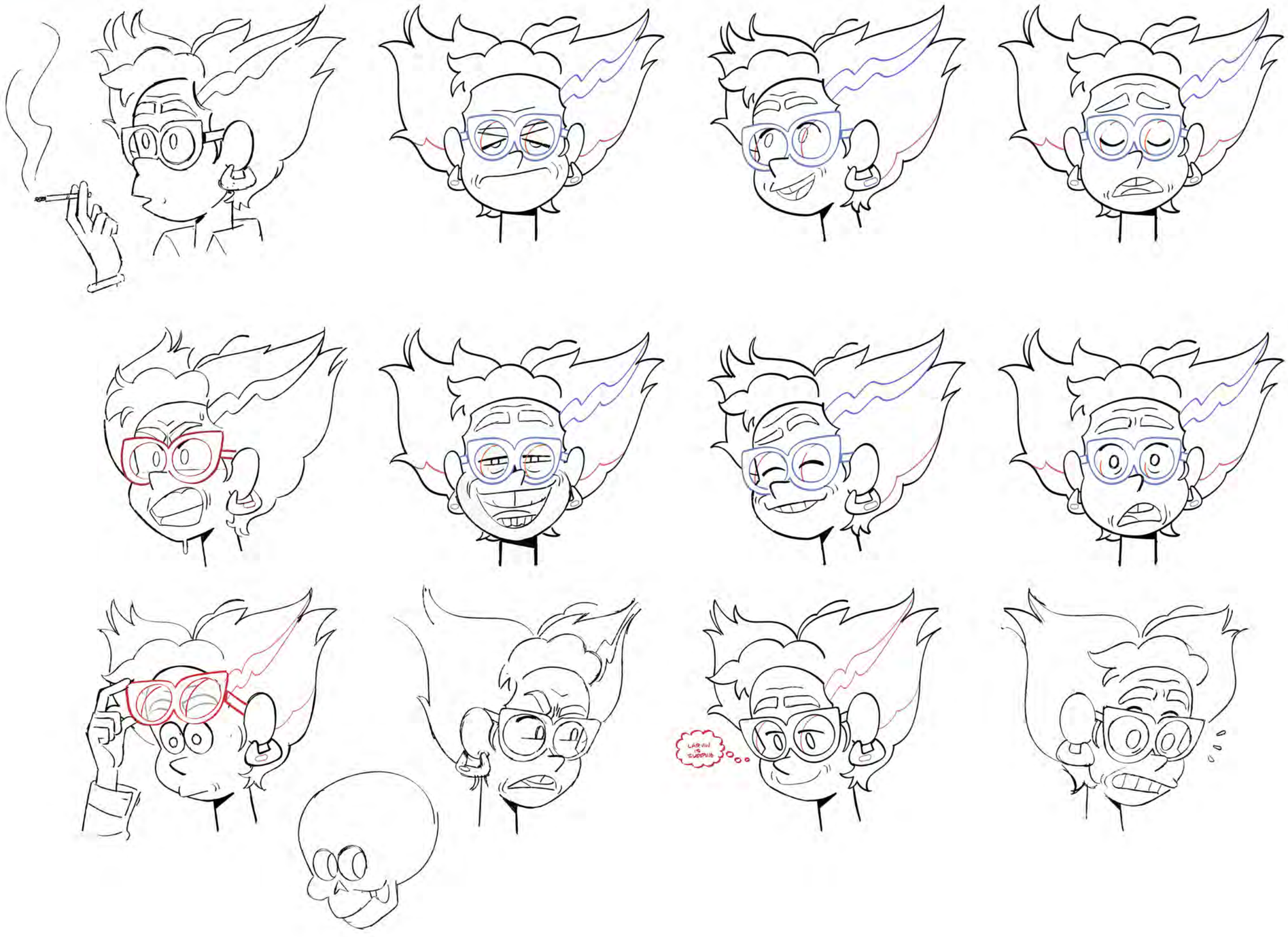
UAP

NETFLIX	**Episode:** 101	**Asset:** CrystalMouthChart3qtrSad	**Stage:** ROUGH	**Version:** v001	**Artist:** DH

'Sad' or 'Downturned' Mouths



NETFLIX	**Episode:** 101	**Asset:** CrystalExpressions	**Stage:** CLEAN	**Version:** v001	**Artist:** DH



NETFLIX	**Episode:** MMP	**Asset:** crystalPoses	**Stage:** CONCEPT	**Version:** v001	**Artist:** Story Team

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NETFLIX	**Episode:** MMP	**Asset:** crystalPoses	**Stage:** CONCEPT	**Version:** v002	**Artist:** Story Team

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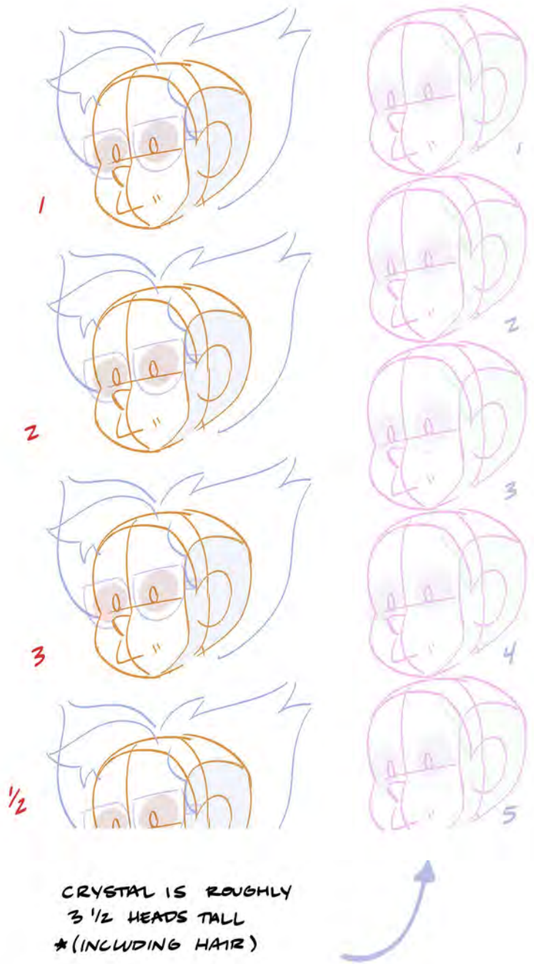
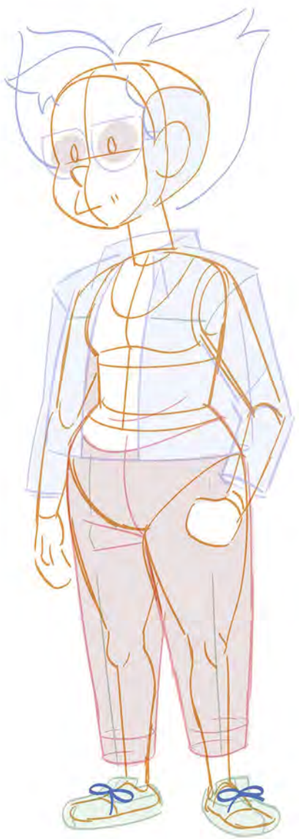
NETFLIX	**Episode:** 101	**Asset:** CrystalConstruction	**Stage:** ROUGH	**Version:** v001	**Artist:** DH



CRYSTAL IS ROUGHLY
3 1/2 HEADS TALL
*(INCLUDING HAIR)

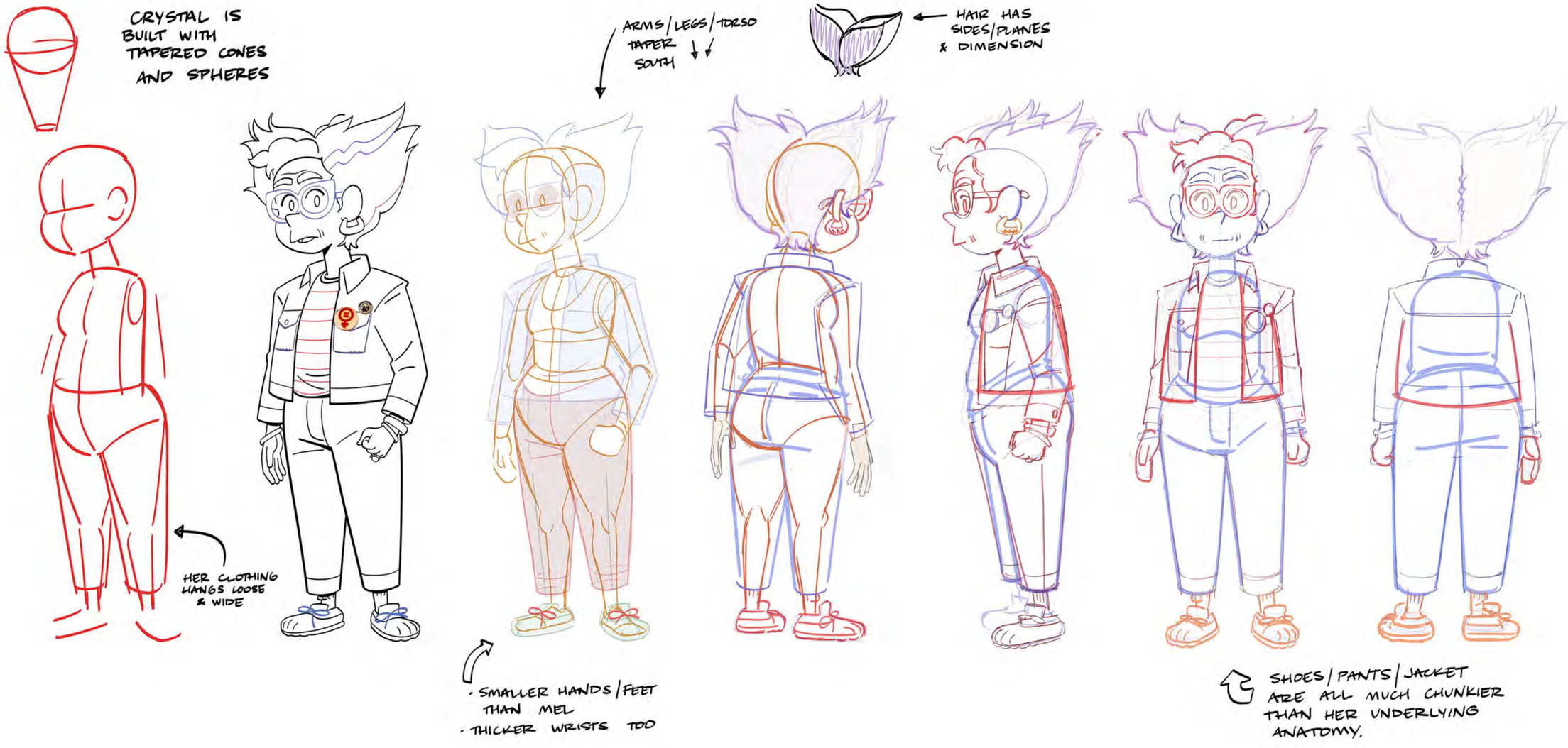
HAIR



CRYSTAL IS CONSTRUCTED WITH SIMPLE TUBES & SPHERES. SHE SHOULD ALWAYS BE SOLID & VOLUMETRIC

* CLOTHES SHOULD HANG NATURALLY W/ GRAVITY

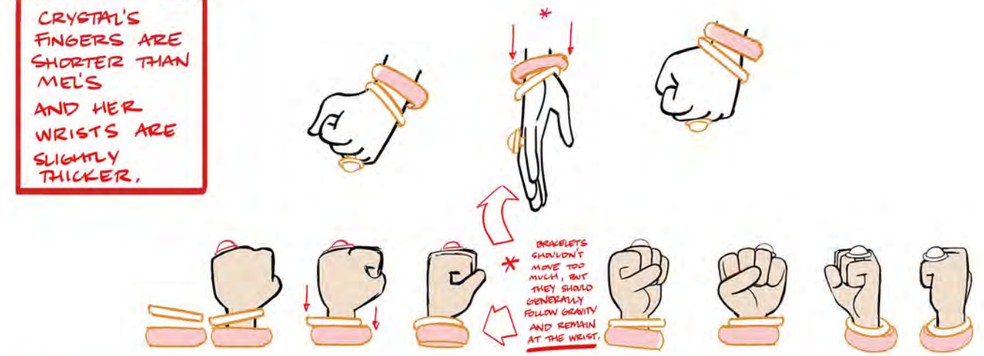
NETFLIX	**Episode:** 101	**Asset:** CrystalTurnConstruction	**Stage:** ROUGH	**Version:** v001	**Artist:** DH


CRYSTAL IS BUILT WITH TAPERED CONES AND SPHERES
HER CLOTHING HANGS LOOSE & WIDE
ARMS/LEGS/TORSO TAPER SOUTH
HAIR HAS SIDES/PLANES & DIMENSION
- SMALLER HANDS/FEET THAN MEL
- THICKER WRISTS TOO
SHOES/PANTS/JACKET ARE ALL MUCH CHUNKIER THAN HER UNDERLYING ANATOMY.

NETFLIX	**Episode:** 101	**Asset:** CrystalHandChart	**Stage:** ROUGH	**Version:** v001	**Artist:** DH

*NOTE

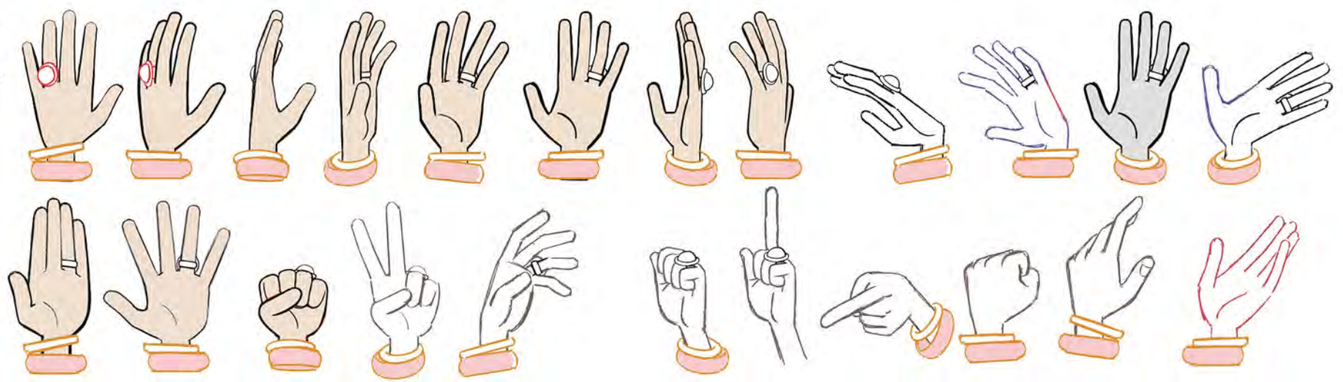
CRYSTAL'S FINGERS ARE SHORTER THAN MEL'S AND HER WRISTS ARE SLIGHTLY THICKER.



* BRACELETS SHOULDN'T MOVE TOO MUCH, BUT THEY SHOULD GENERALLY FOLLOW GRAVITY AND REMAIN AT THE WRIST.

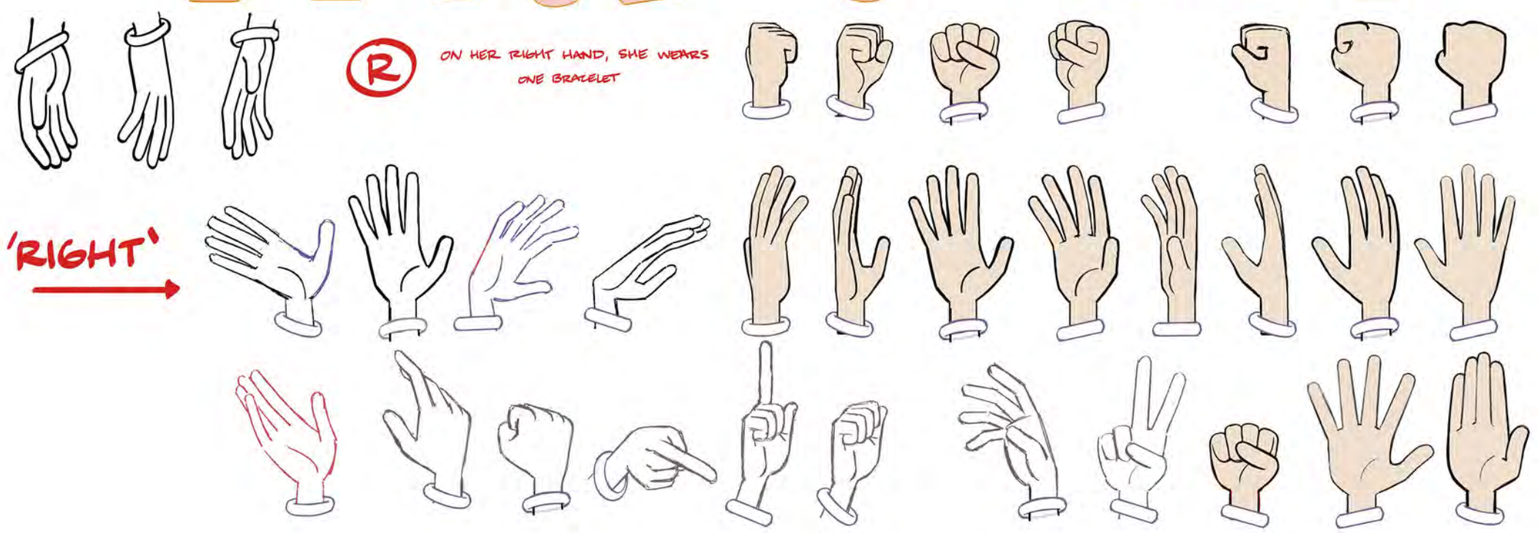
(L) CRYSTAL WEARS A LARGE STONE RING ON HER LEFT RING FINGER & 2 BRACELETS ON HER LEFT WRIST.

'LEFT'

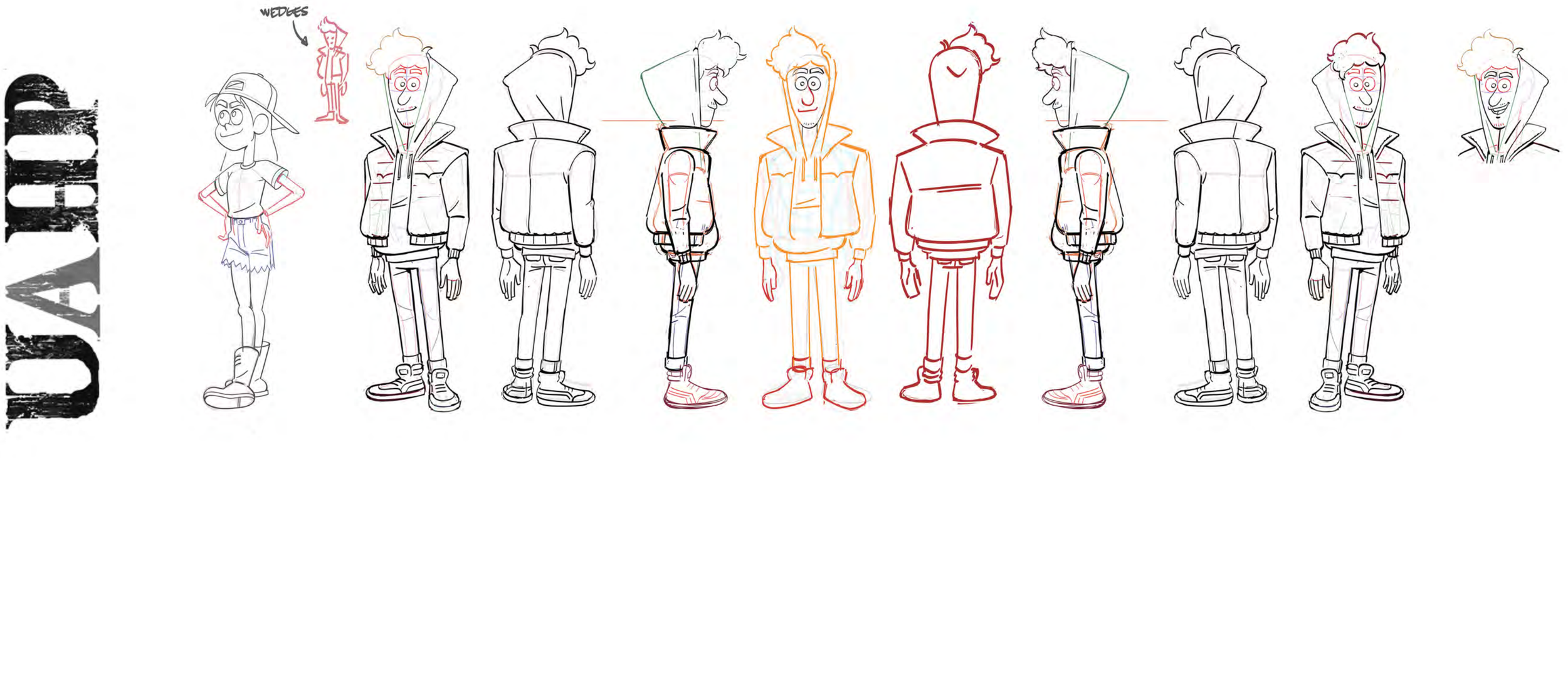


(R) ON HER RIGHT HAND, SHE WEARS ONE BRACELET

'RIGHT'



NETFLIX	**Episode:** 101	**Asset:** WyattTurn	**Stage:** ROUGH	**Version:** v001	**Artist:** DH



NETFLIX	**Episode:** 101	**Asset:** WyattConcepts	**Stage:** ROUGH	**Version:** v006	**Artist:** DH

NETFLIX	**Episode:** 101	**Asset:** HughSaturationTurn	**Stage:** LOOKDEV	**Version:** v001	**Artist:** DS

UAH

HUGH-SAT LOOKDEV TURNAROUND V01

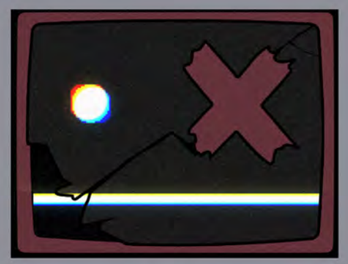
UAH// HUGH-SAT G01, LOOKDEV TURNAROUND V01// DOR S

NETFLIX	**Episode:** 101	**Asset:** HughSaturationExpressions	**Stage:** LOOKDEV	**Version:** v001	**Artist:** DS

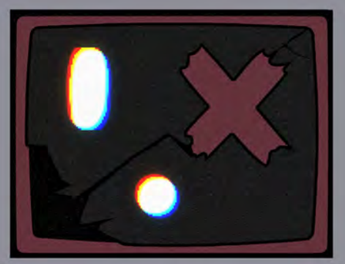
UAH

HUGH-SAT ROUGH EXPRESSIONS EX01

NOTE: Refer to 'HUGH-SAT_AnimationTest_Dor_v001.mov' for acting / lighting / compositing reference for Hugh's screen. We will send add'l clips to composite based on the content of the final animatic



Neutral

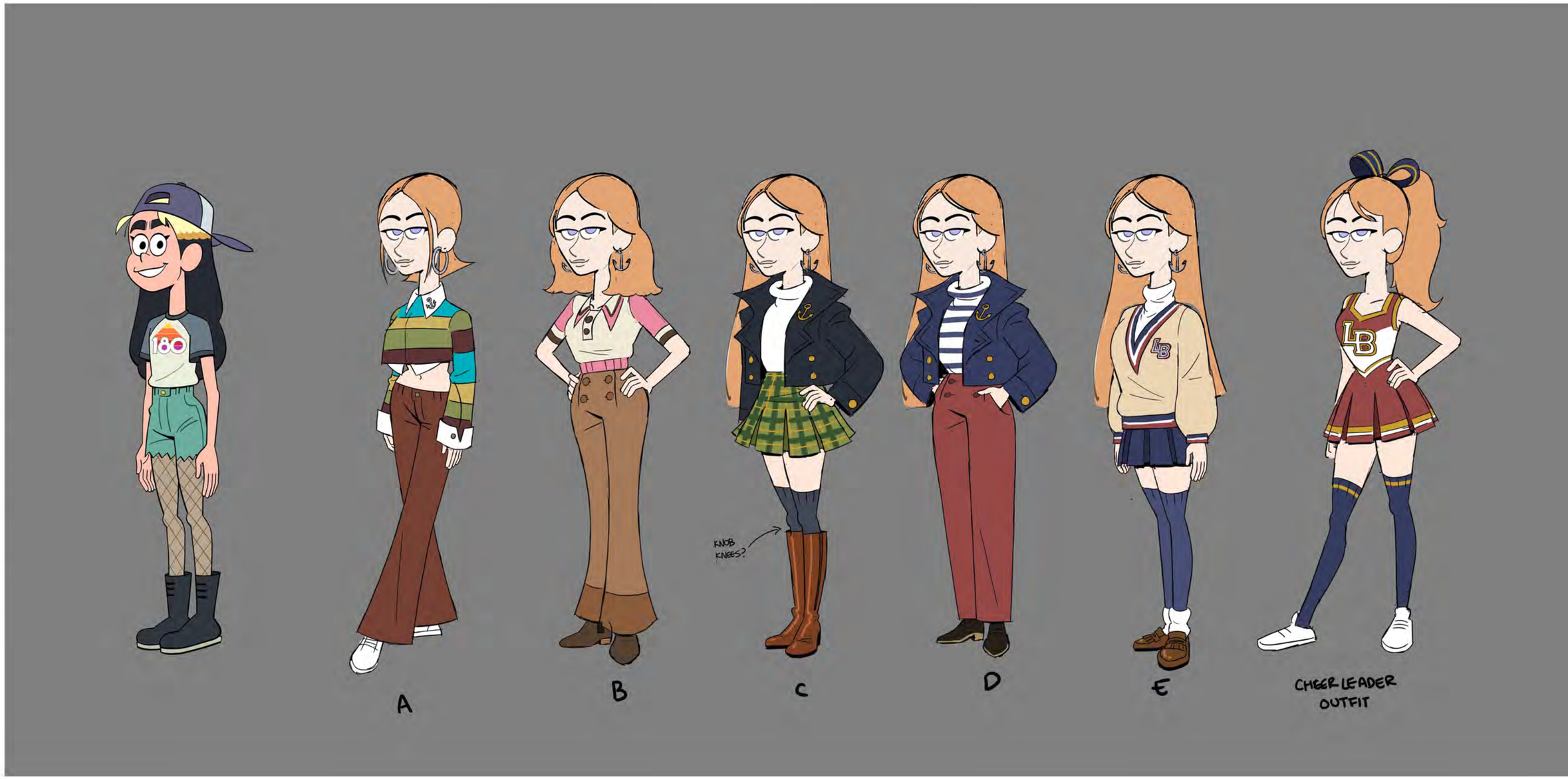


'O' with stretch

Squash

*Squash and Stretch on facial animation should follow the model's animation and enhanece it.
We could have slight squash and stretch on the entire exterior model, and exaggerate it further with the screen animation.
Examples of poses to follow.

NETFLIX	**Episode:** 101	**Asset:** Natalie	**Stage:** CONCEPT	**Version:** v003	**Artist:** NK



MAIN LOCATIONS

- WOODS HOUSE
- HIGH SCHOOL
- DOCKS
- LIGHTHOUSE
- LIGHTHOUSE BLUFF
- TOWN MAP

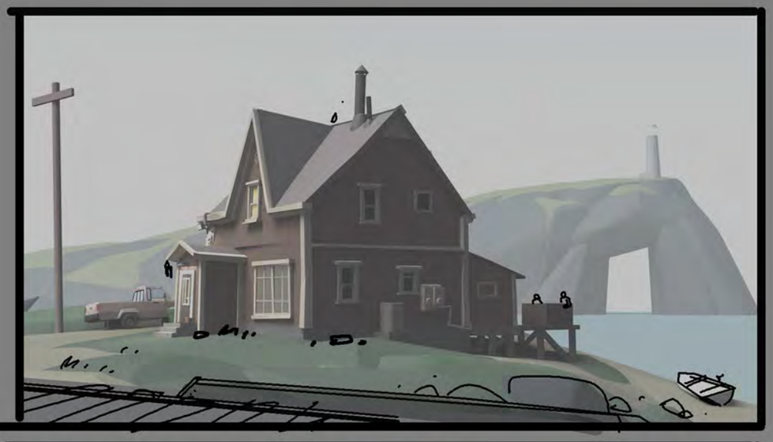
12/17/21

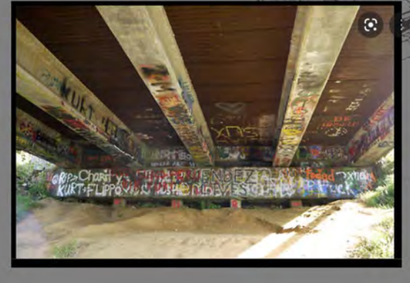
NETFLIX	**Episode:** 101	**Asset:** WoodsHouseEstablishingExt	**Stage:** COLOR	**Version:** v001	**Artist:** IW

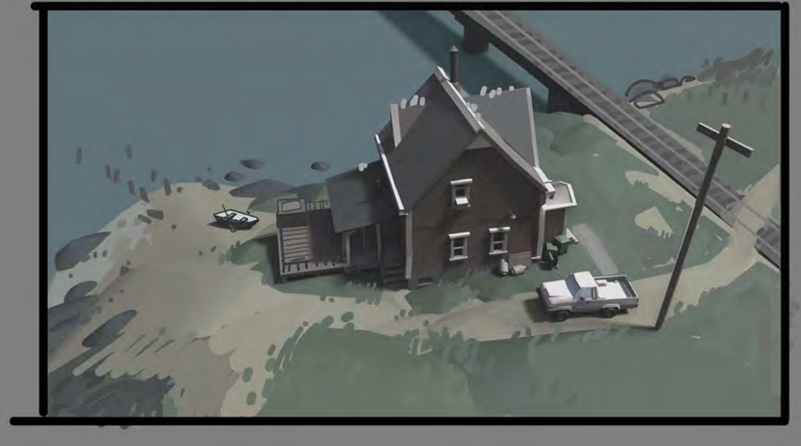
UAB

NETFLIX	**Episode:** 101	**Asset:** WoodsHouseFrontExt	**Stage:** COLOR	**Version:** v001	**Artist:** IW

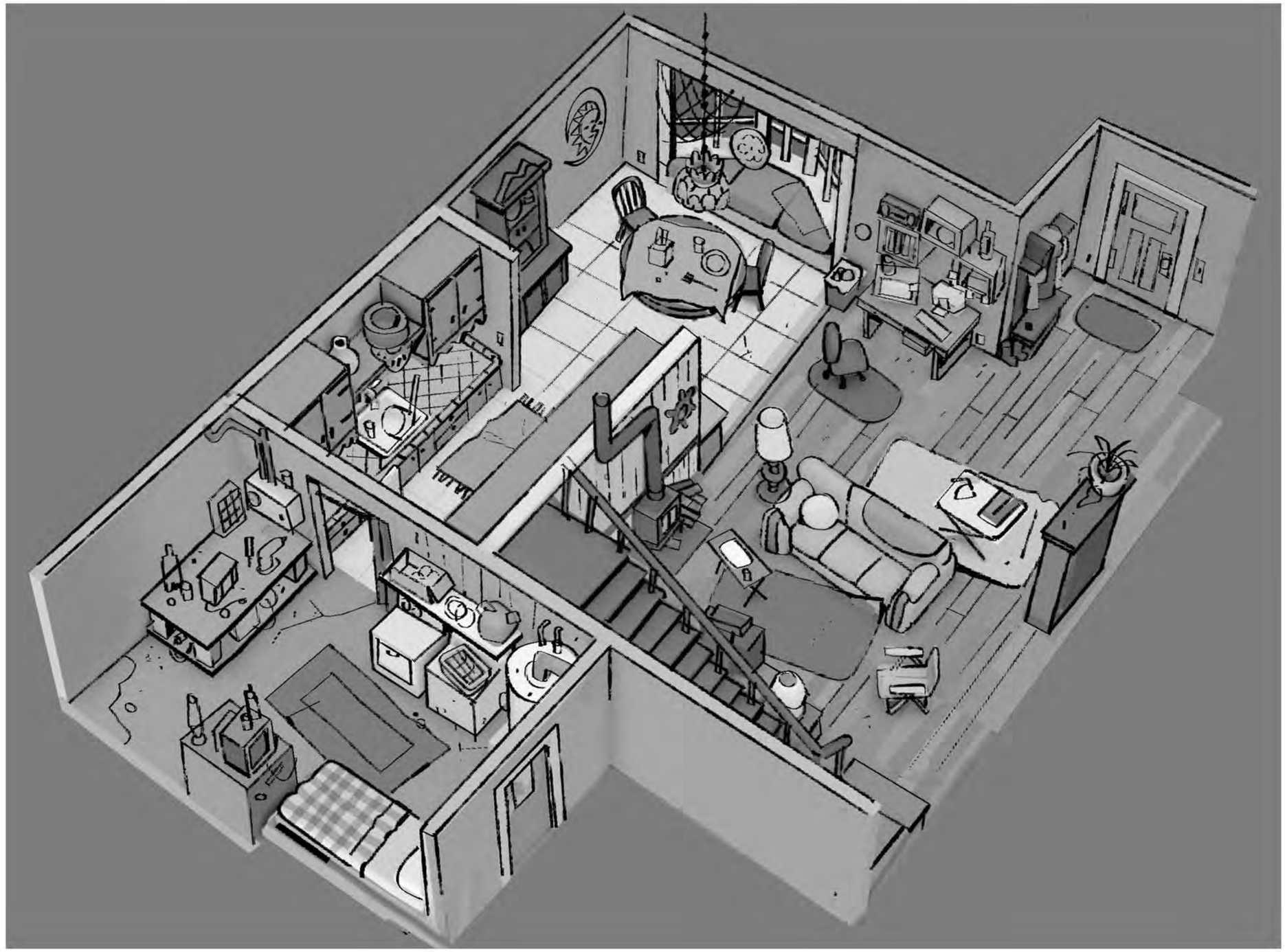
NETFLIX	**Episode:** 101	**Asset:** WoodsHouseExt	**Stage:** COLOR	**Version:** v001	**Artist:** IW







NETFLIX	**Episode:** 101	**Asset:** WoodsHouseFloorplan1stFloorInt	**Stage:** CONCEPT	**Version:** v001	**Artist:**



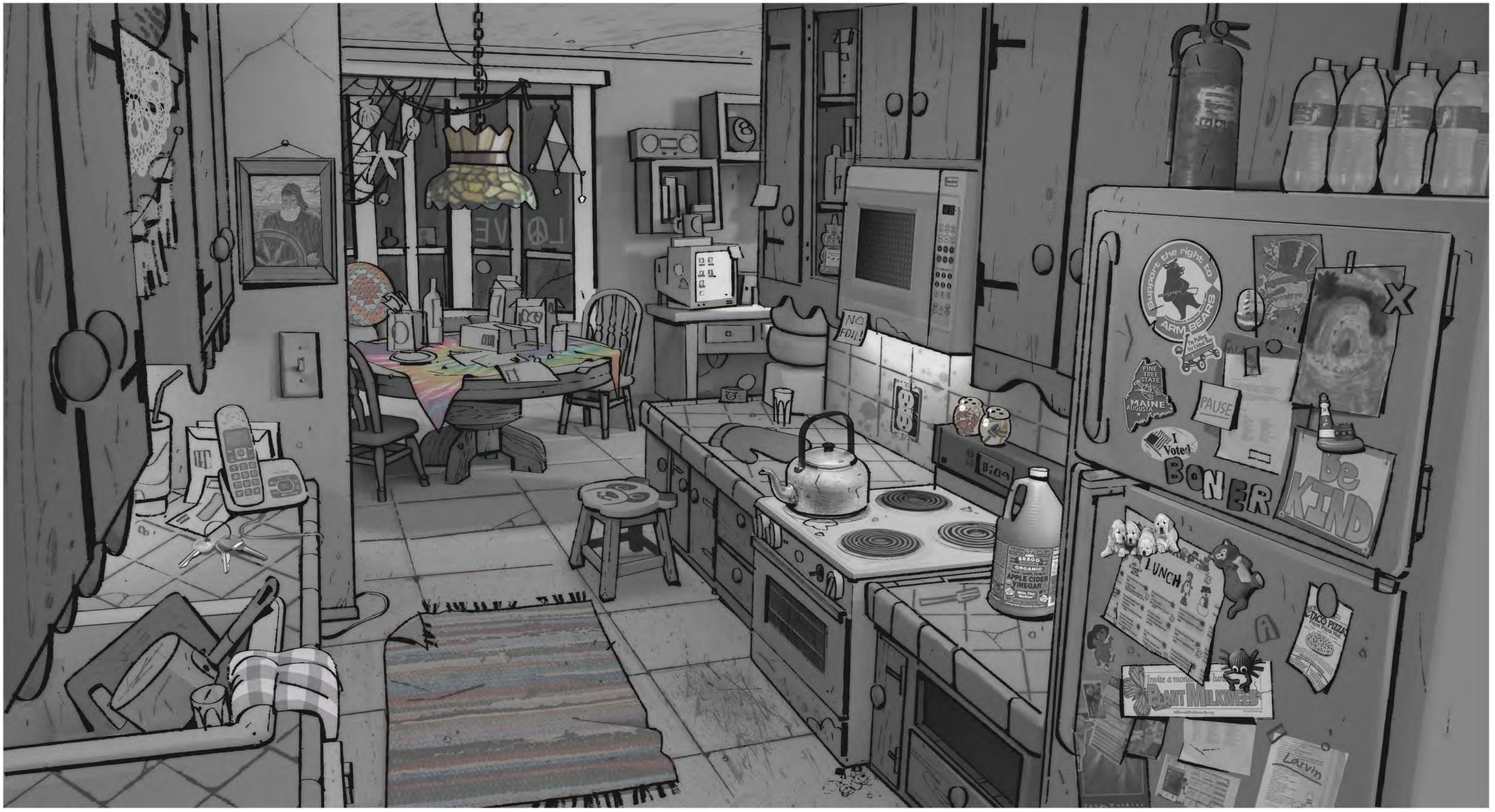
NETFLIX	**Episode:** 101	**Asset:** WoodsHouseLivingRoom3qtrDownshotInt	**Stage:** COLOR	**Version:** v001	**Artist:**

NETFLIX	**Episode:** 101	**Asset:** WoodsHouseLivingRoomTwdKitchenInt	**Stage:** COLOR	**Version:** v001	**Artist:**

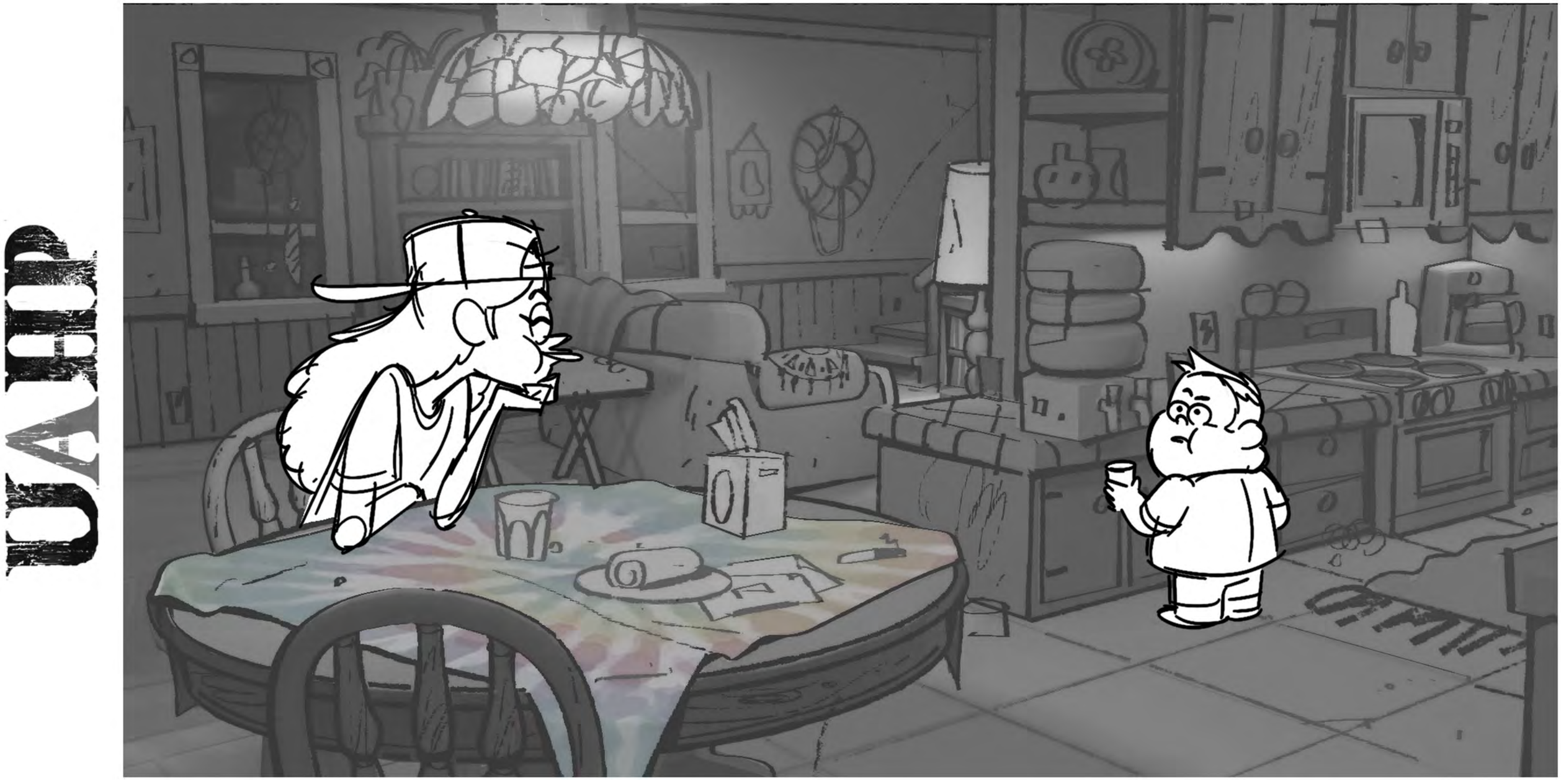
NETFLIX	**Episode:** 101	**Asset:** WoodsHouseLivingRoomTwdKitchenStagingInt	**Stage:** CONCEPT	**Version:** v001	**Artist:**

UAB

NETFLIX	**Episode:** 101	**Asset:** WoodsHouseKitchenInt	**Stage:** CONCEPT	**Version:** v001	**Artist:**



NETFLIX	**Episode:** 101	**Asset:** WoodsHouseKitchenTwdLivingRoomStagingInt	**Stage:** CONCEPT	**Version:** v001	**Artist:**



NETFLIX	**Episode:** 101	**Asset:** WoodsHouseMelsRoomTwdBedInt	**Stage:** COLOR	**Version:** v001	**Artist:** JI

UAB

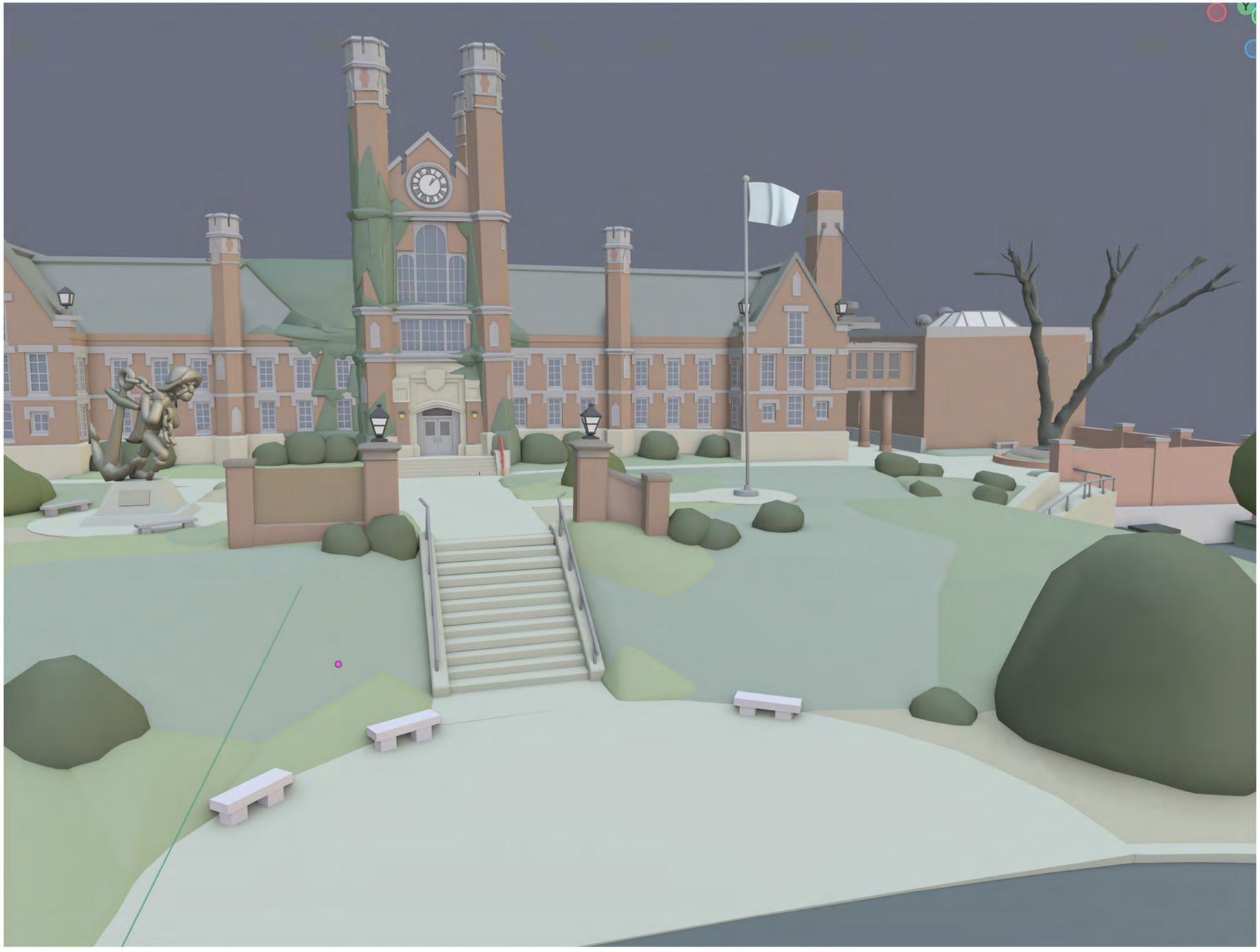
NETFLIX	**Episode:** 101	**Asset:** WoodsHouseMelsRoomTwdClosetInt	**Stage:** COLOR	**Version:** v001	**Artist:** JI

NETFLIX	**Episode:** 101	**Asset:** WoodsHouseMelsRoomTwdHallInt	**Stage:** COLOR	**Version:** v001	**Artist:** JI

NETFLIX	**Episode:** MMP	**Asset:** LBhighSchoolEstablishing	**Stage:** COLOR	**Version:** v001	**Artist:** LC

NETFLIX	**Episode:** MMP	**Asset:** LBhighSchoolEntrance	**Stage:** COLOR	**Version:** v001	**Artist:** LC

NETFLIX	**Episode:** 101	**Asset:** LBHighSchoolBlender	**Stage:** CONCEPT	**Version:** v001	**Artist:** IW



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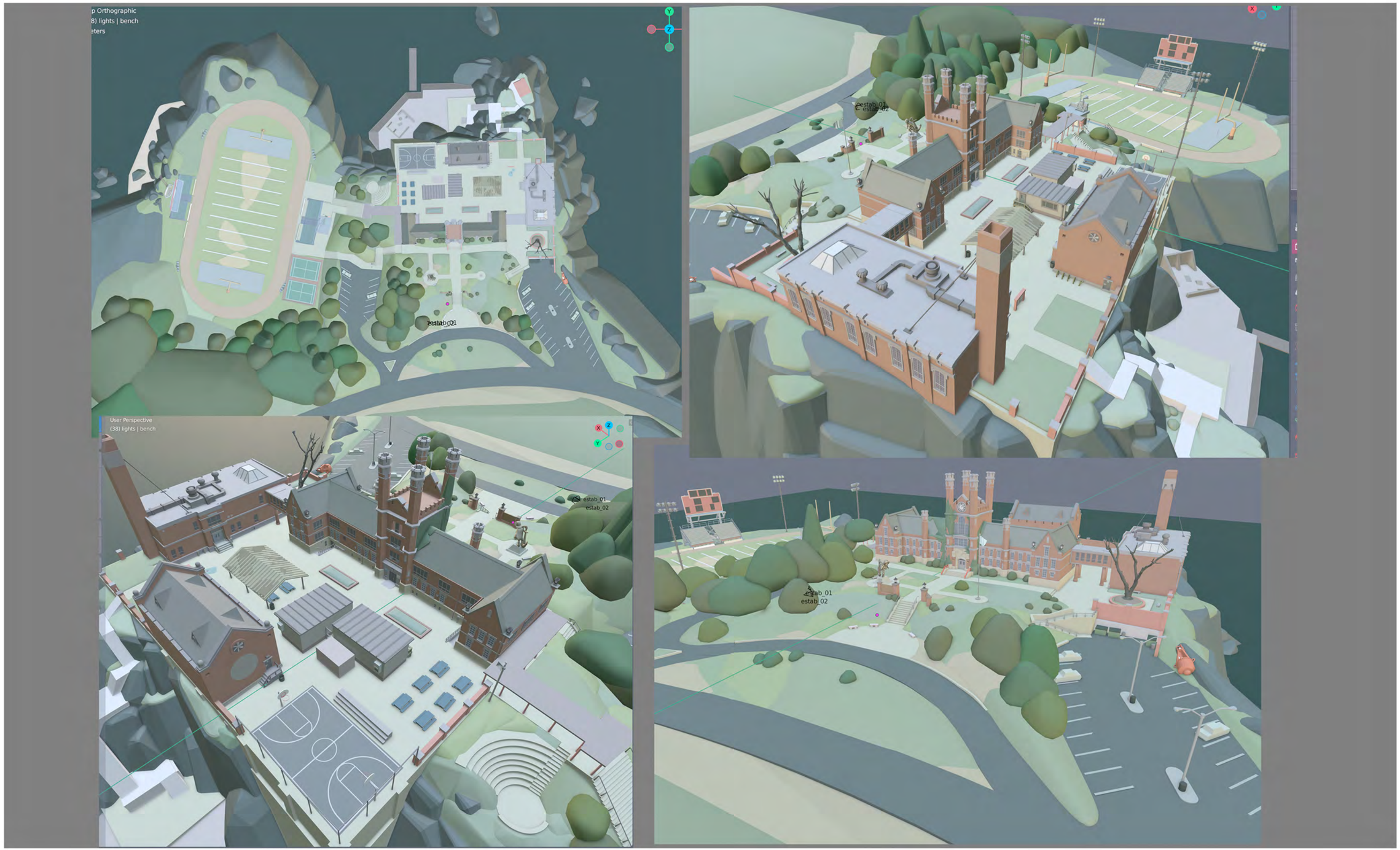


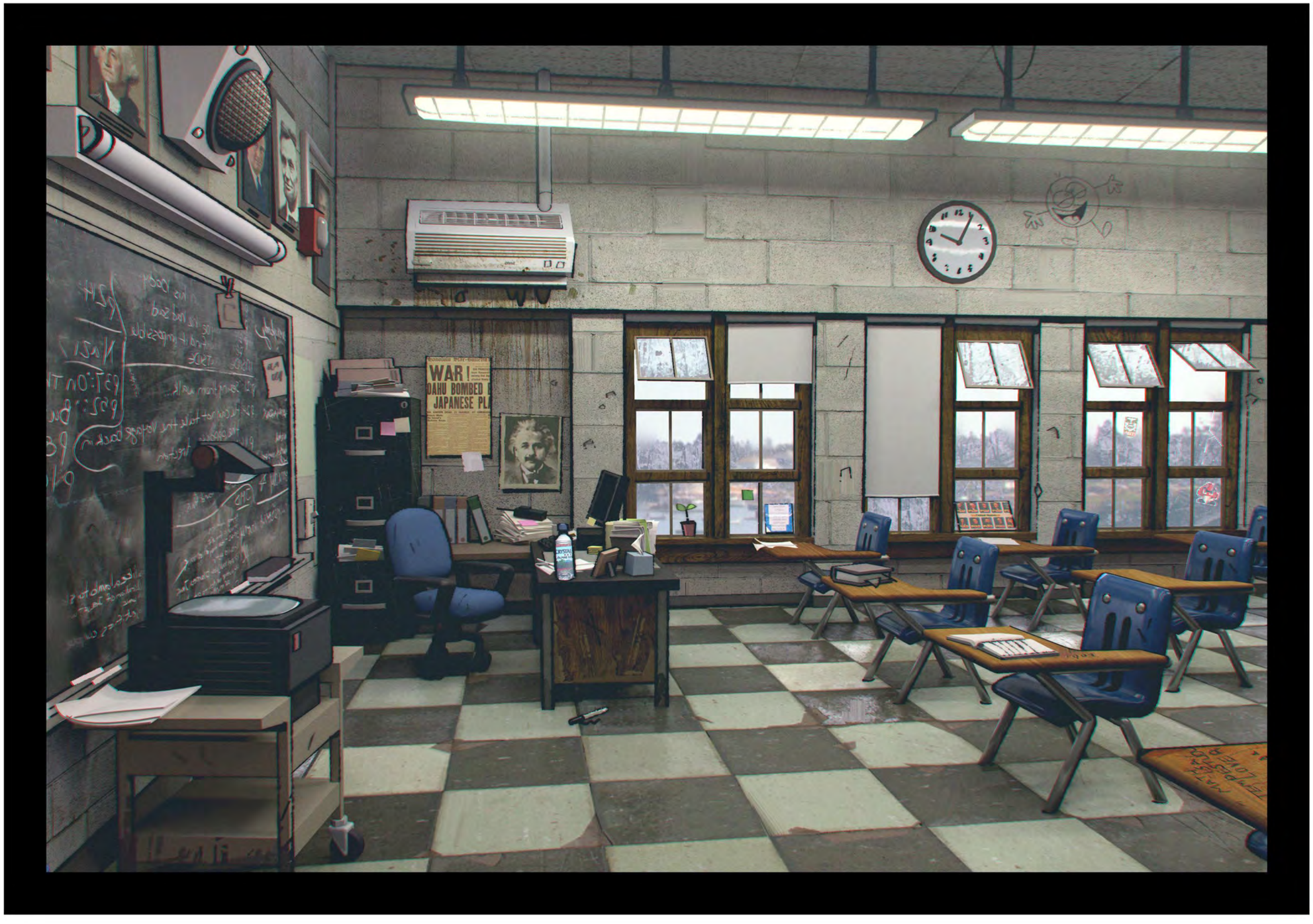
NETFLIX	**Episode:** 101	**Asset:** LBHighSchoolEstablishing	**Stage:** CONCEPT	**Version:** v001	**Artist:**

NETFLIX	**Episode:** 101	**Asset:** LBHighSchoolEntrance	**Stage:** CONCEPT	**Version:** v001	**Artist:**

UAH

NETFLIX	**Episode:** 101	**Asset:** LBHighSchoolRearExt	**Stage:** COLOR	**Version:** v001	**Artist:**

NETFLIX	**Episode:** 101	**Asset:** LBHighSchoolHistoryClassroomInt	**Stage:** COLOR	**Version:** v001	**Artist:** IW



NETFLIX	**Episode:** 101	**Asset:** LBHighSchoolHallwayInt	**Stage:** COLOR	**Version:** v001	**Artist:**

NETFLIX	**Episode:** 101	**Asset:** LBHighSchoolHallwayMaterialKitInt	**Stage:** COLOR	**Version:** v001	**Artist:**

NETFLIX	**Episode:** 101	**Asset:** LBHighSchoolBleachersExt	**Stage:** COLOR	**Version:** v001	**Artist:**

NETFLIX	Episode: 101	Asset: LBHighSchoolPrincipalsOfficeInt	Stage: CONCEPT	Version: v001	Artist:

UAB

NETFLIX	**Episode:** 101	**Asset:** InfectedNeedleTattooShopExt	**Stage:** COLOR	**Version:** v001	**Artist:**

NETFLIX	**Episode:** 101	**Asset:** LighthouseBluffAerialMap	**Stage:** COLOR	**Version:** v001	**Artist:** JI

MAIN PROPS

12/17/21

NETFLIX	**Episode:** 101	**Asset:** WyattsTruck	**Stage:** ROUGH	**Version:** v001	**Artist:** JI

WYATTS' TRUCK

RUST, DENTS & DINGS

MISMATCHED PANELS

BENCH SEAT

NETFLIX	**Episode:** 101	**Asset:** StyleCarTest02	**Stage:** CONCEPT	**Version:** v001	**Artist:**

UAH

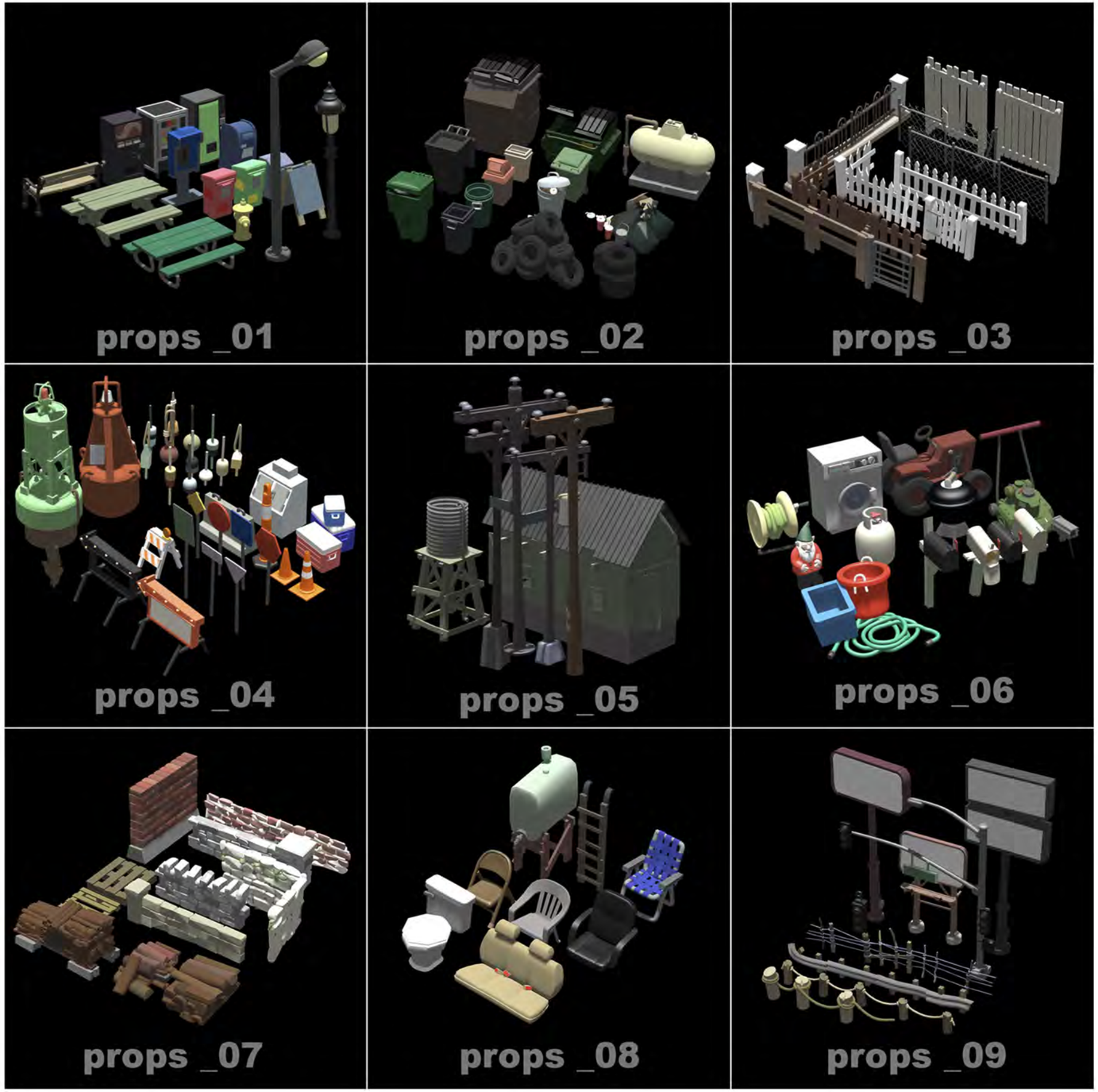
NETFLIX	**Episode:** 101	**Asset:** WoodsCar	**Stage:** LookDev	**Version:** v001	**Artist:** DS

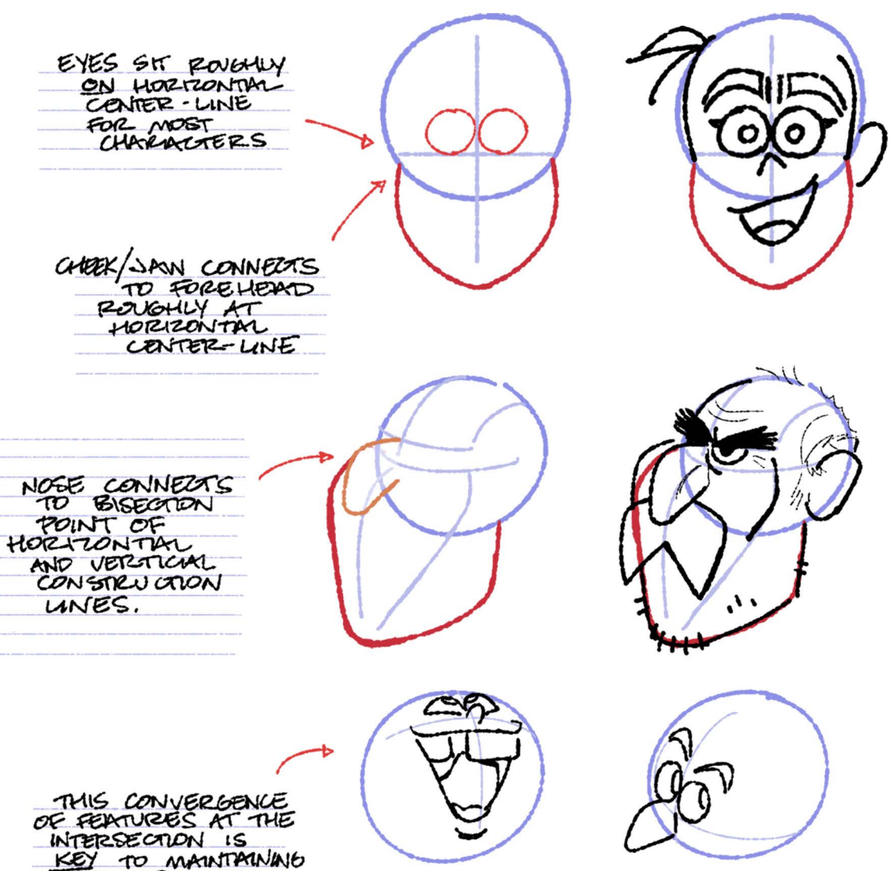
CG
TOWN KITS

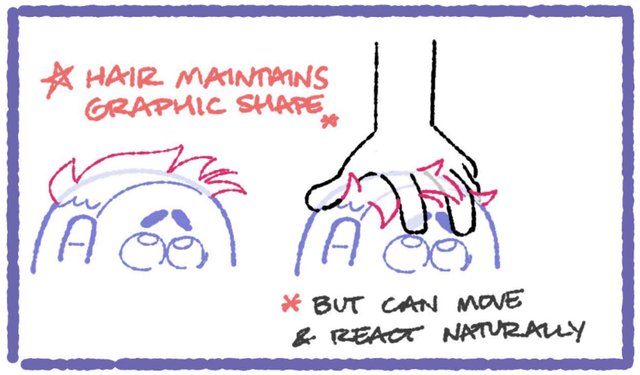
12/17/21

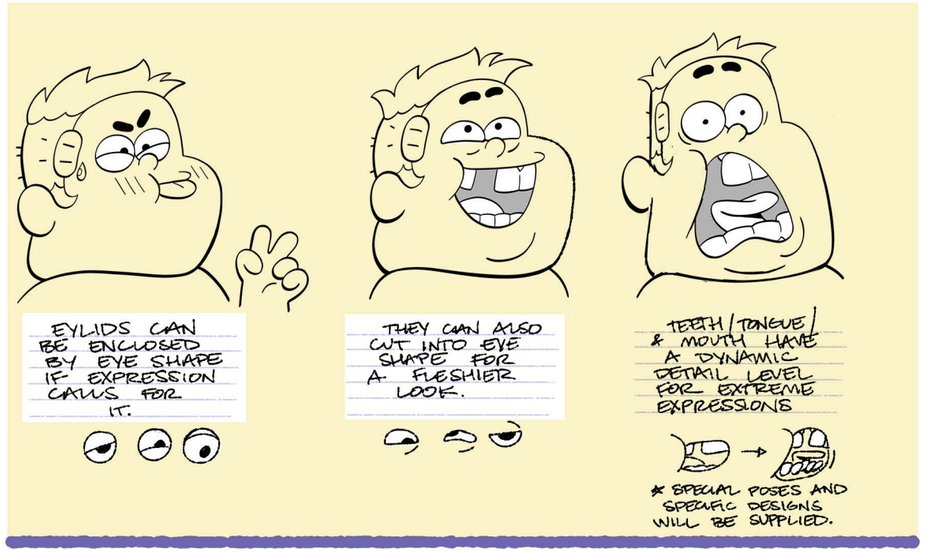
NETFLIX	**Episode:** 101	**Asset:** TownKitHouses	**Stage:** ROUGH	**Version:** v001	**Artist:**

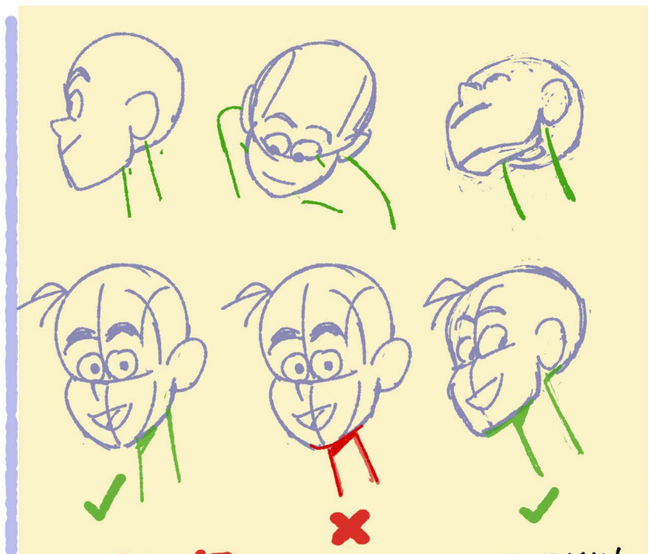
NETFLIX	**Episode:** 101	**Asset:** TownKitProps	**Stage:** ROUGH	**Version:** v001	**Artist:**



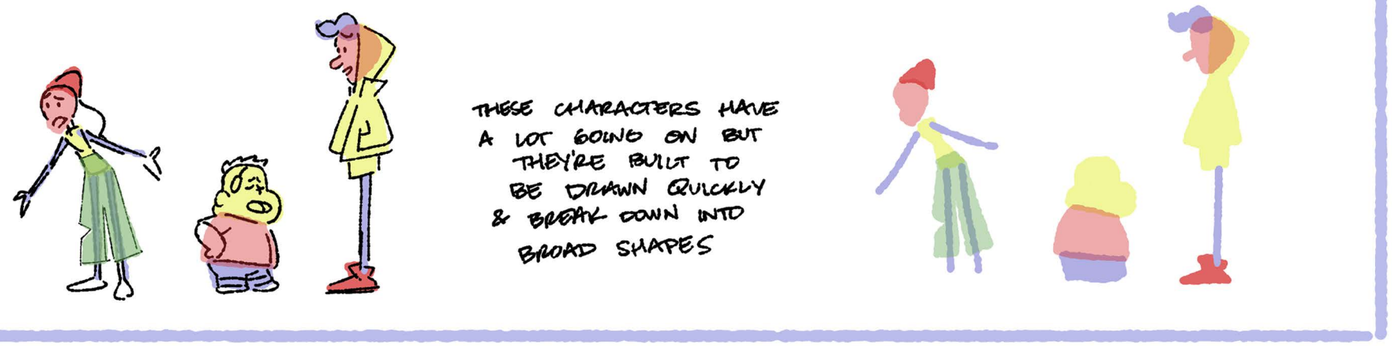

EYES SIT ROUGHLY ON HORIZONTAL CENTER-LINE FOR MOST CHARACTERS
CHEEK/JAW CONNECTS TO FOREHEAD ROUGHLY AT HORIZONTAL CENTER-LINE
NOSE CONNECTS TO BISECTION POINT OF HORIZONTAL AND VERTICAL CONSTRUCTION LINES.
THIS CONVERGENCE OF FEATURES AT THE INTERSECTION IS KEY TO MAINTAINING VOLUME AND ROTATION

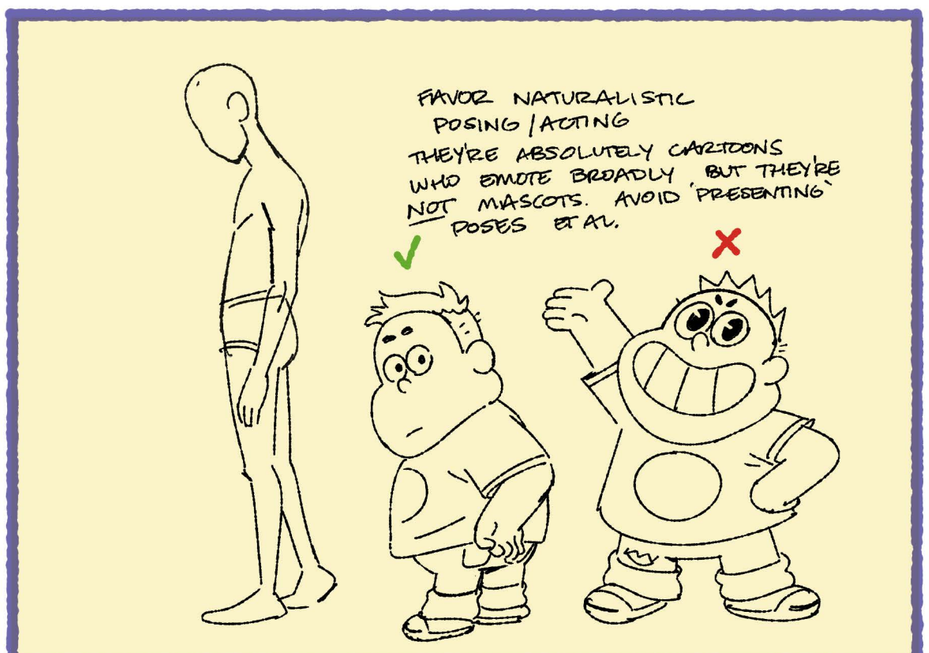



EYLIDS CAN BE ENCLOSED BY EYE SHAPE IF EXPRESSION CALLS FOR IT.
THEY CAN ALSO CUT INTO EYE SHAPE FOR A FLESHIER LOOK.
TEETH/TONGUE/& MOUTH HAVE A DYNAMIC DETAIL LEVEL FOR EXTREME EXPRESSIONS
* SPECIAL POSES AND SPECIFIC DESIGNS WILL BE SUPPLIED.



FABRIC
NOT COMIC BOOK LEVELS OF WRINKLES
NOT STIFF/ UNCHANGING CARTOON ICON EITHER
SIMPLE, DIRECT & DYNAMIC WRINKLES
SIMPLIFY DESIGN & PLACE W/ SENSITIVITY TO UNDERLYING FORM.




FAVOR NATURALISTIC POSING/ACTING
THEY'RE ABSOLUTELY CARTOONS WHO EMOTE BROADLY, BUT THEY'RE NOT MASCOTS. AVOID 'PRESENTING' POSES ET AL.

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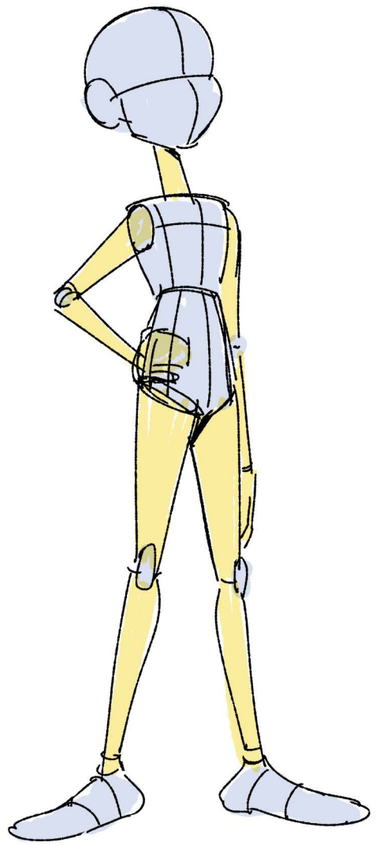
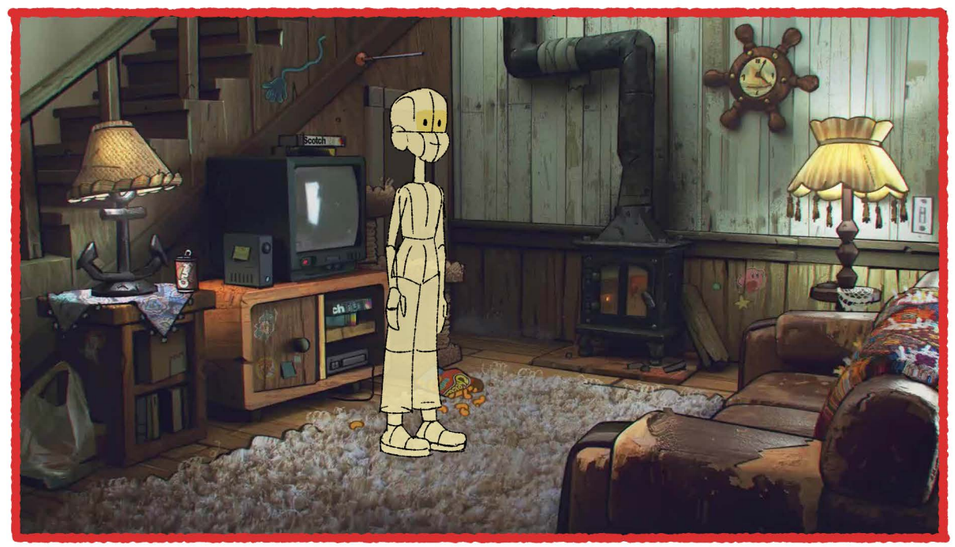
CHARACTERS SHOULD BE

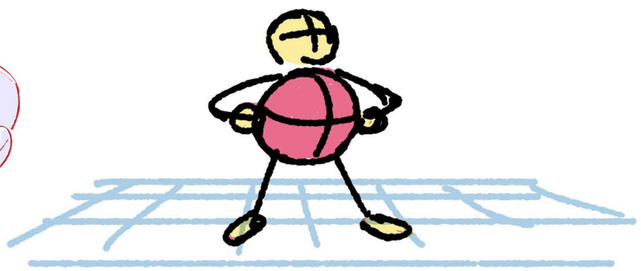
DRAWN THROUGH AND DIMENSIONAL.

THE BACKGROUNDS ARE INTENSELY PHYSICAL & FULL OF TEXTURED REALITY.

IN ORDER TO HOLD UP TO THAT, THE CHARACTERS NEED TO APPEAR TO OCCUPY SPACE DIMENSIONAL AT ALL TIMES.







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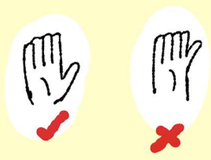
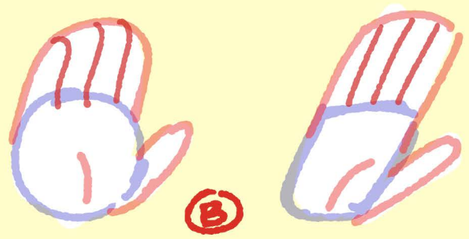
UAHP	NETFLIX	Episode: MMP	Asset: characterGuides	Stage: ROUGH	Version: V003	Artist: DH

(A)

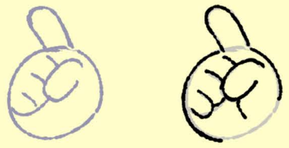
- THINK OF PALM OF HAND AS A SIMPLE SHAPE & FINGERS AS A 'PADDLE'
- THUMB ATTACHES AT BASE OF PALM





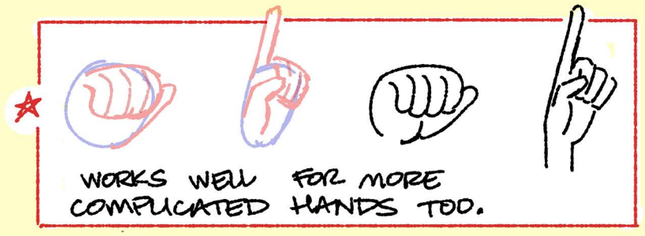
(B)

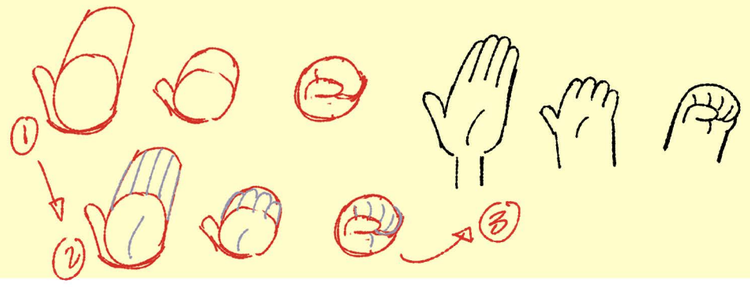
- CARVE OUT FINGERS FROM PADDLE SHAPE



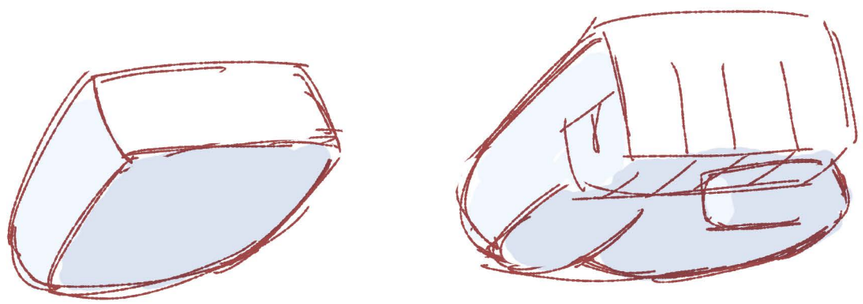
(C)

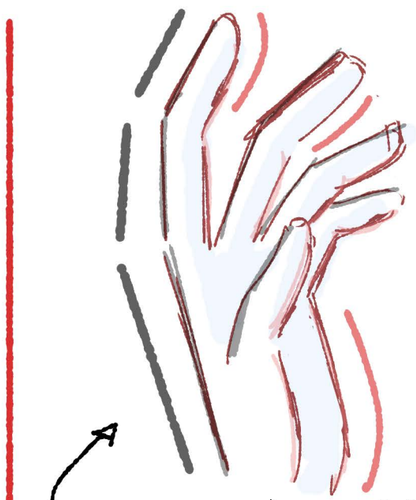
- DRAW FINAL HAND OVER CONSTRUCTION



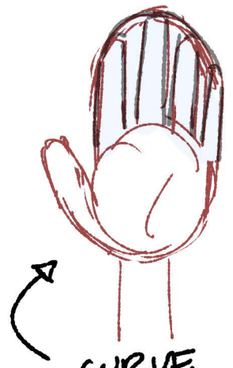


FOR MORE COMPLICATED POSES, USE A MORE SOPHISTICATED CONSTRUCTION.

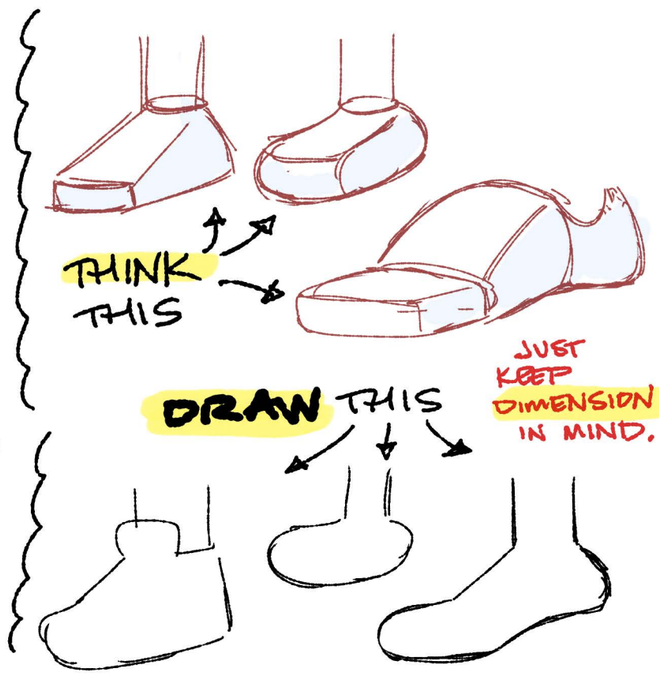




THERE'S A SUBTLE STRAIGHT VS CURVE FROM BACK OF HAND TO PALM



CURVE 'PADDLE' CONSTRUCTION TO MIMIC NATURAL CURVE OF FINGERS



CHARACTERS HAVE HEELS ON THEIR FEET!

(UNLESS OTHERWISE SPECIFIED)

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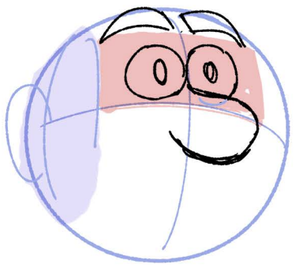
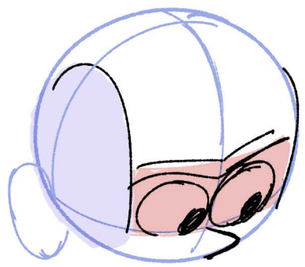
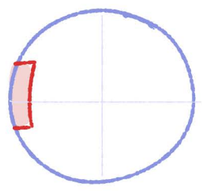
HEAD CONSTRUCTION

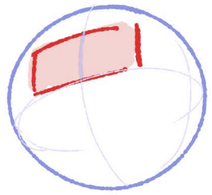




- THINK OF EYES AS OCCUPYING A BOX ON THE FRONT OF THE FACE
- NOSE ATTACHES AT INTERSECTION OF HORIZONTAL & VERTICAL CENTER-LINES
- LEAVE ROOM FOR SIDE OF HEAD & PLACE EAR ROUGHLY CENTERED ON SIDE.

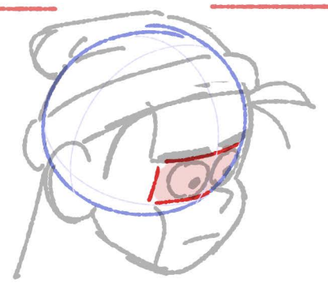


- BOX ROTATES IN PERSPECTIVE

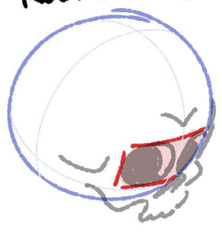


- SITS ROUGHLY ON TOP OF HORIZONTAL CENTER-LINE

& IS EVENLY SPLIT BY VERTICAL CENTER-LINE

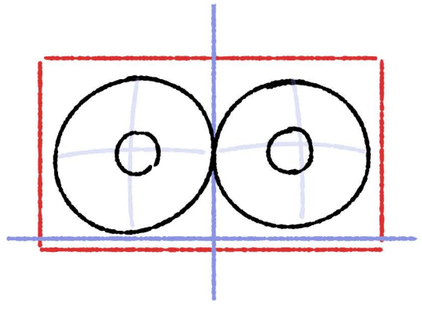


- EYES FIT W/ ROOM TO SPARE

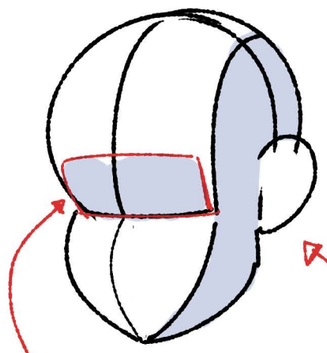


- REPRESENTS THE EYE SOCKET MORE THAN THE EYE

THE

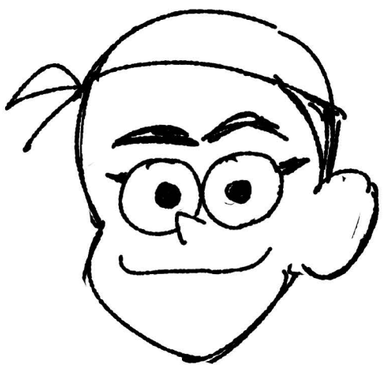


EYE BOX



- 'EYE BOX' SITS ON FRONT PLANE OF THE FACE
- THERE IS A DEFINITE SIDE OF THE HEAD IN TRUE 3/4

- DETAILS WRAP TO FORM & ANCHOR ON CENTER LINES
- MAINTAINS STRONG FEELING OF DIMENSION & FORM

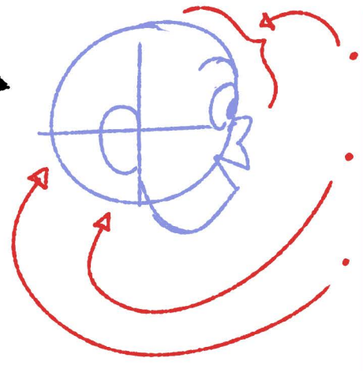


✘ DON'T LET FEATURES EXPAND TO TAKE OVER ENTIRE FACE

- LEAVE SOME ROOM AROUND THE FEATURES TO IMPLY PLANES OF THE HEAD/FACE

3/4 HEADS

PROFILES



- IN PROFILE, ALL THE FEATURES SIT ON THE FRONT HALF OF THE SKULL
- THE EAR SITS ON OR BEHIND VERTICAL CENTER
- LEAVE SOME ROOM FOR THE BACK OF THE HEAD & SKULL UNLESS DESIGN SAYS OTHERWISE

✘

NO EARS ON BACK OF SKULL

✘

AVOID SHAVEN SKULLS UNLESS SPECIFICALLY CALLED FOR IN A DESIGN.

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3 STEPS / LEVELS •

TO SOME EXTENT, THIS IS THE PROCESS IN ALL/MOST 2D ANIMATED SHOWS, BUT THE IMPORTANT POINT IS WHY WE EMPHASIZE THESE (3) STEPS.

(1) IS ALL ABOUT PERFORMANCE (2) IS ALL ABOUT PHYSICALITY (3) IS ABOUT TEXTURE

* THESE CHARACTERS ARE DESIGNED W/ THIS APPROACH IN MIND *

(1) ACTING

PUSH
ACTING / ACTION
EMOTION / ENERGY

THE CHARACTERS ARE DESIGNED TO LEND THEMSELVES TO QUICK SHORTHAND SO THE FOCUS CAN REMAIN ON EXPRESSION, CLEAR POSING, LINE OF ACTION ETC.

NO POINT MOVING ON TO THE OTHER STEPS TIL THIS IS WORKING.

(2) FORM

CONTROL
SHAPE / FORM
PROPORTION
& SCALE

USE SIMPLE CONSTRUCTIONS TO ADJUST PROPORTIONS TO REFLECT MODEL & CREATE FORM & DIMENSION.

TRY TO PRESERVE AS MUCH LIFE & ENERGY AS POSSIBLE AND WORK OUT EXPRESSION.

(3) DETAIL

FINALIZE
TEXTURE / TACTILE QUALITY

WRAP DETAILS TO THE FORM, DRAPE CLOTHING, ADD HAIR PIECES & CLOTHING WRINKLES.

THIS STEP IS ALL TEXTURE & REINFORCING CHOICES FROM (1) + (2)

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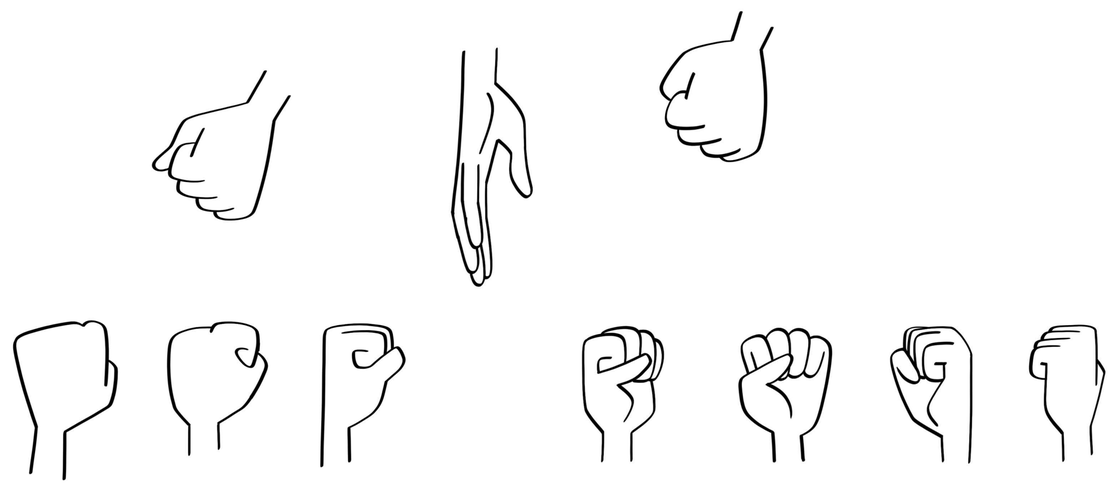

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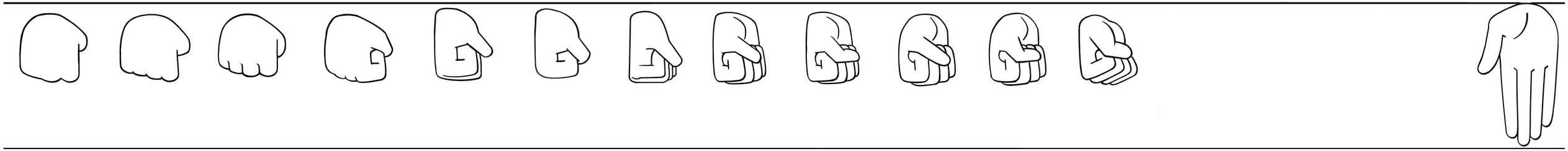
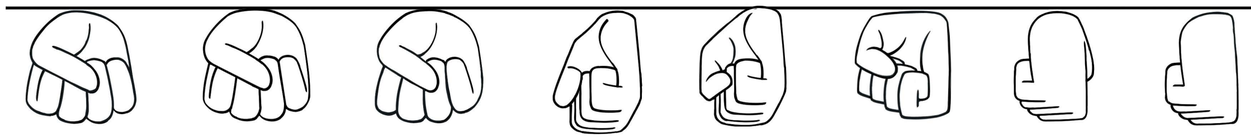
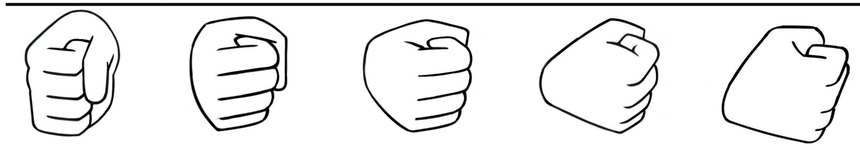
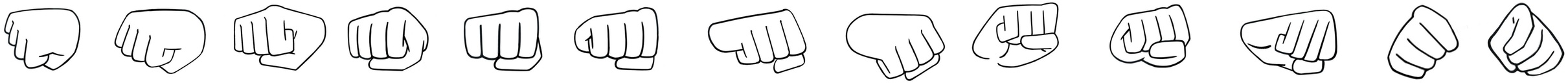
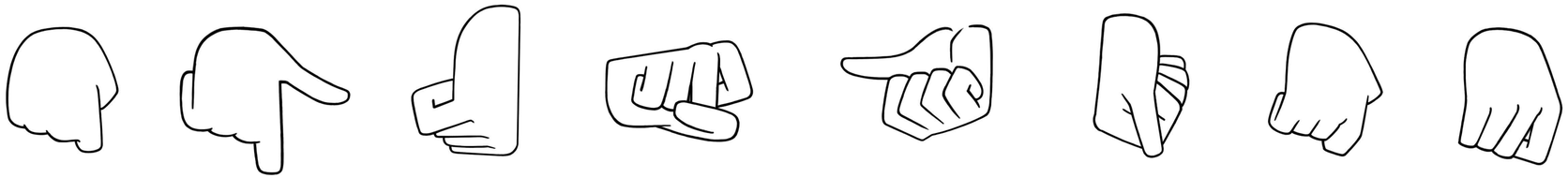




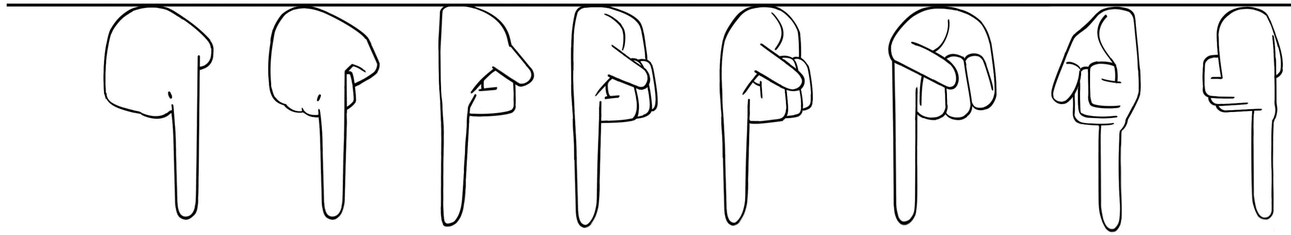


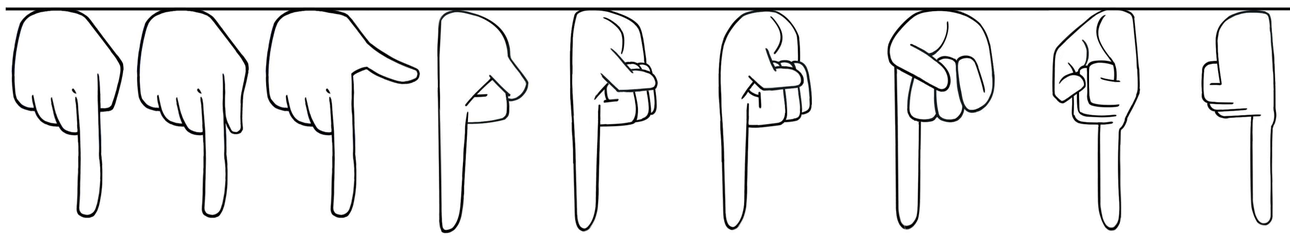


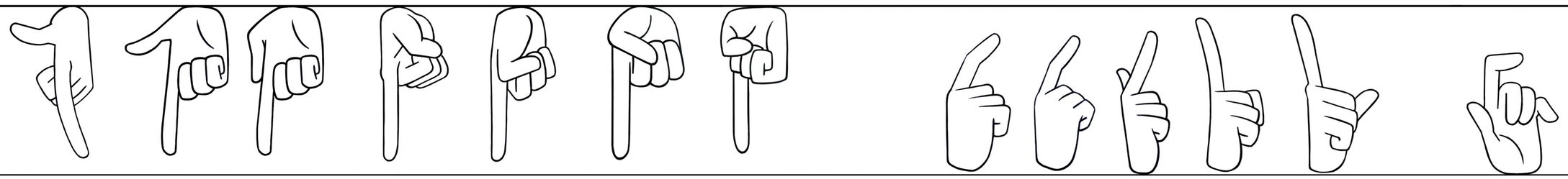


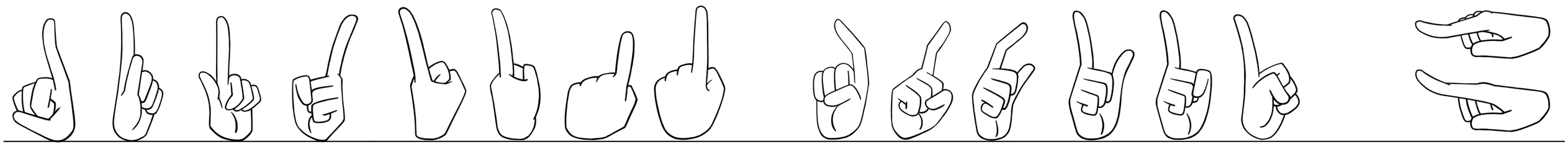
'MEL' HANDS

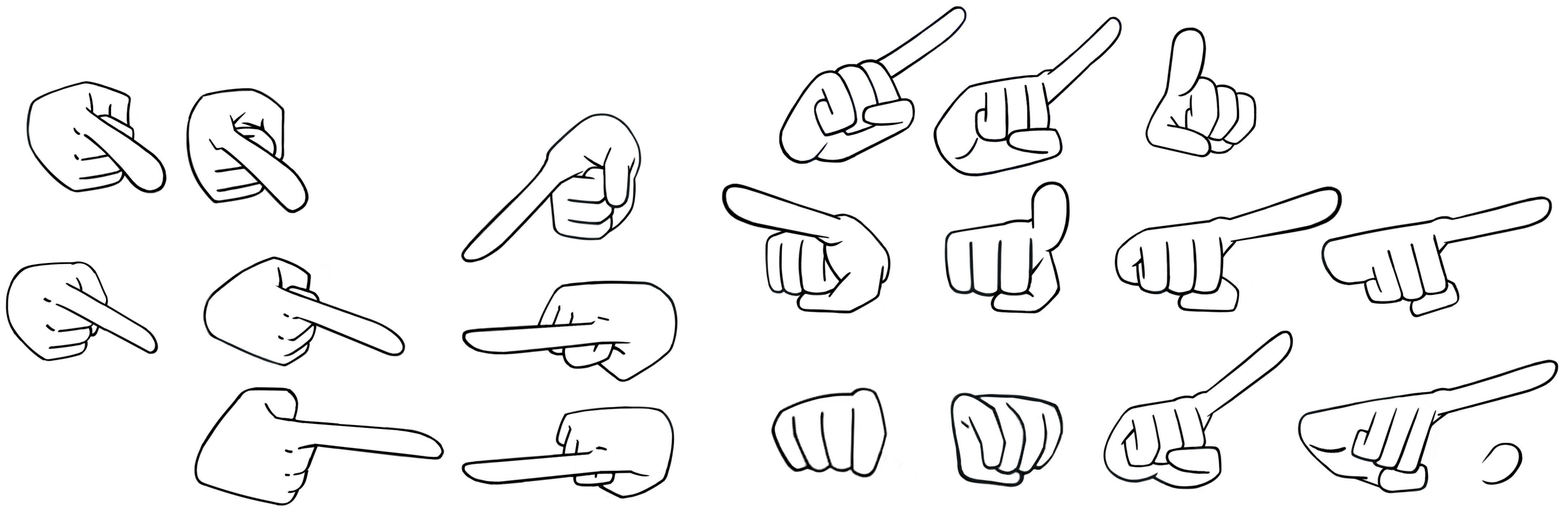
UA HP	DANNY HYNES	© 2021 NETFLIX











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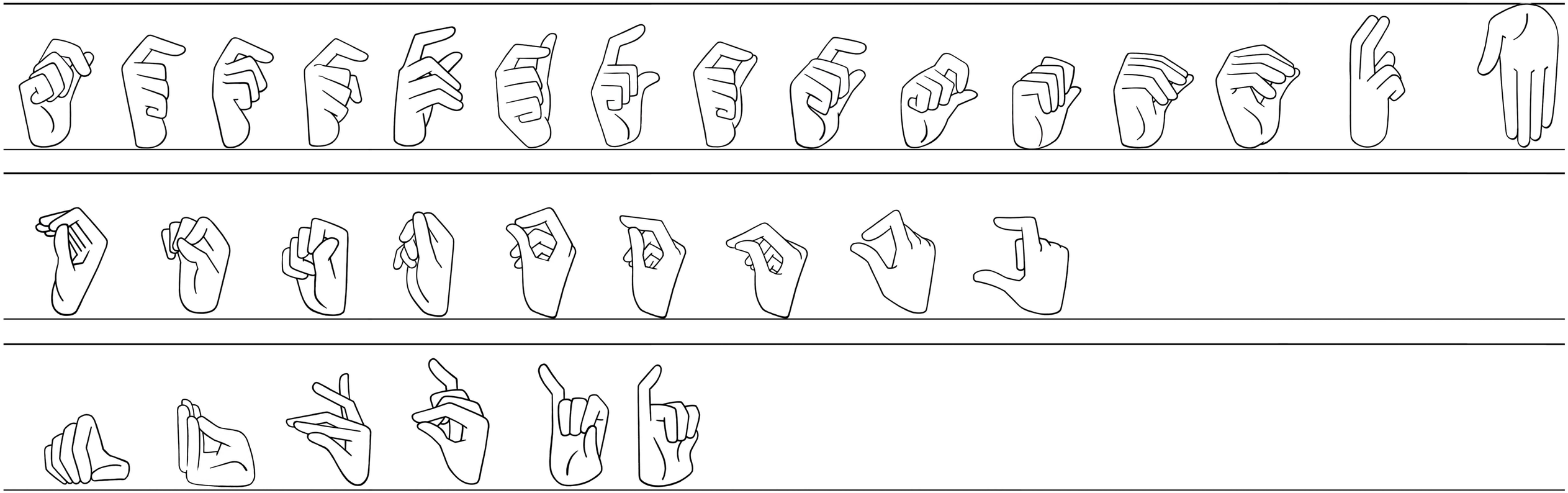

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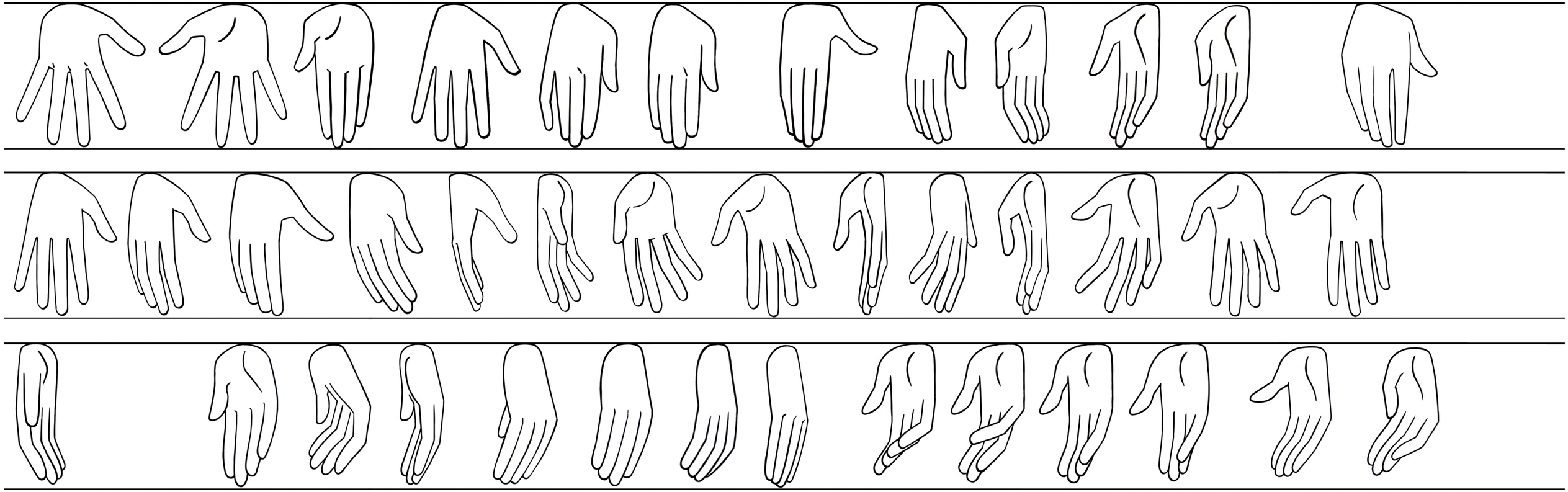

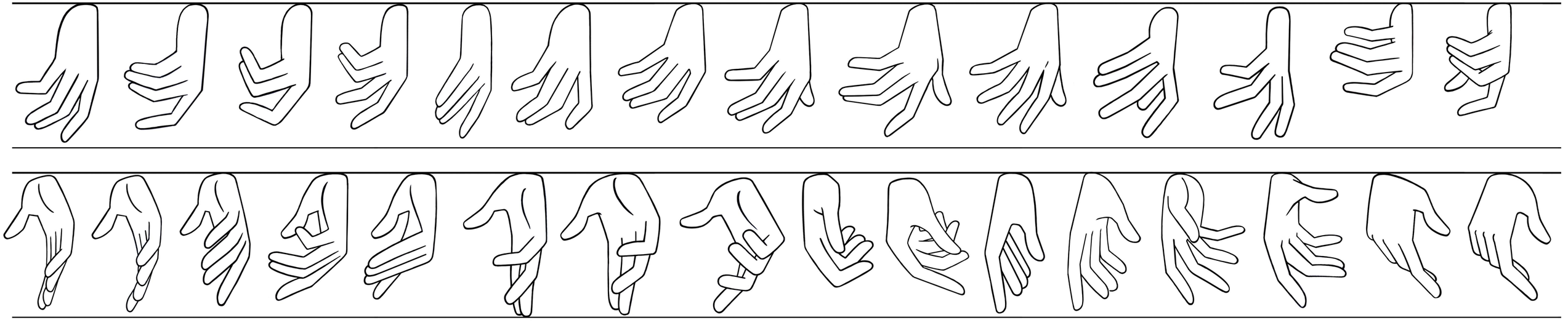

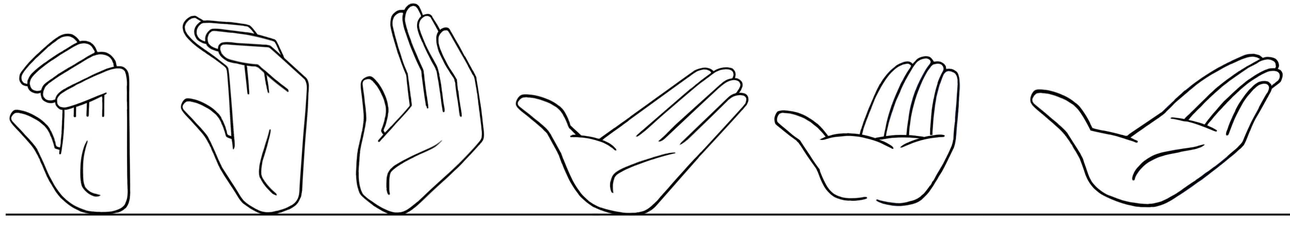

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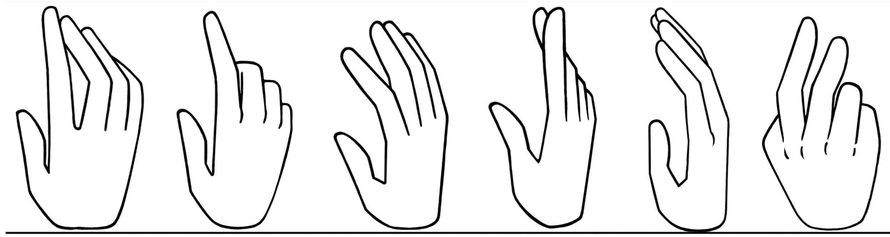

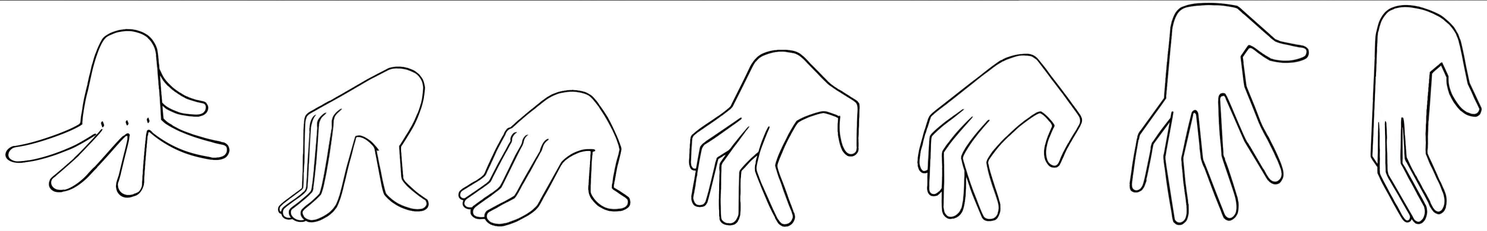

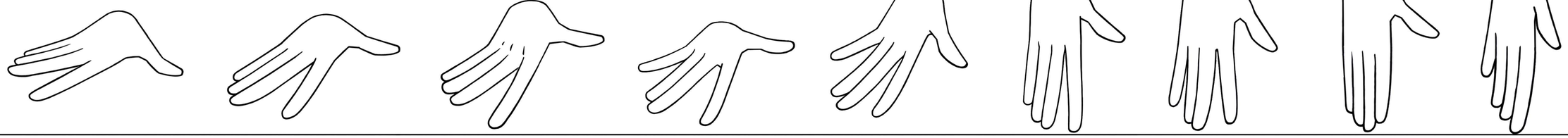

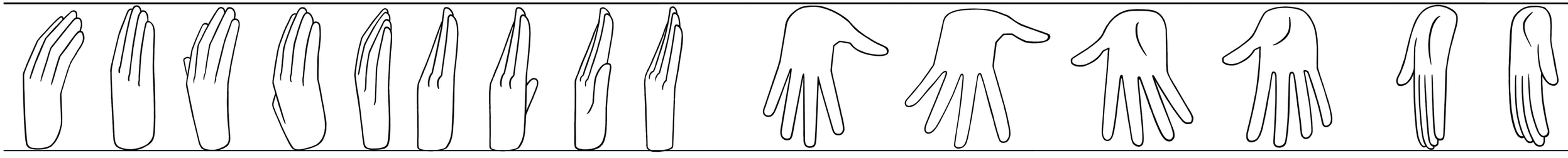

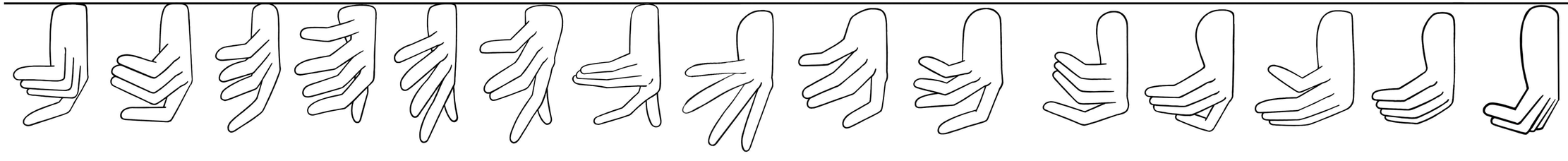

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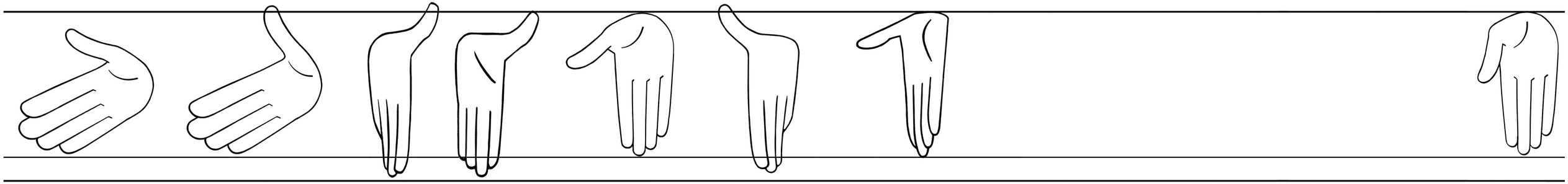

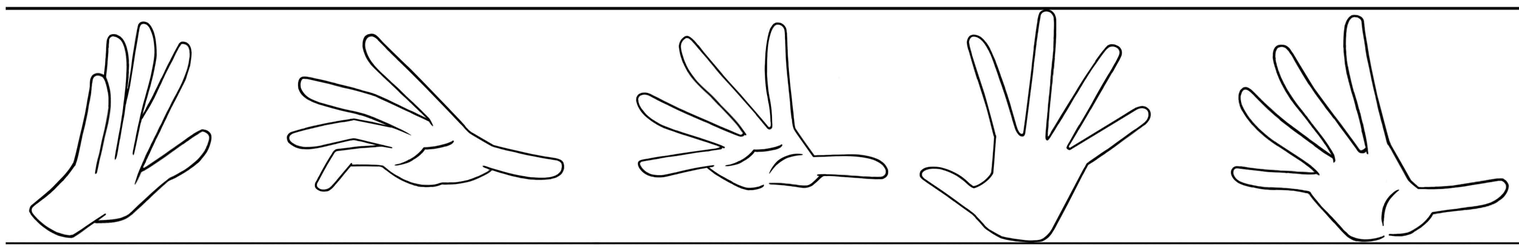

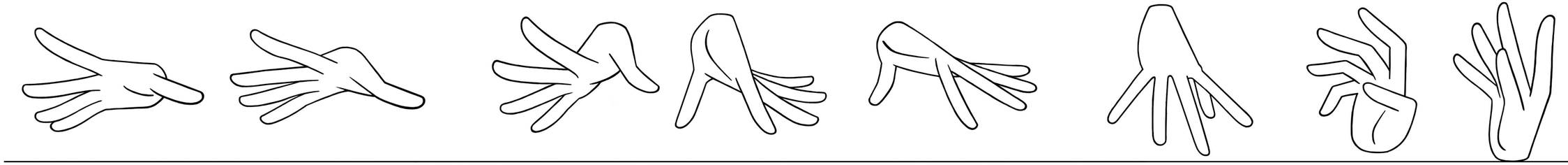

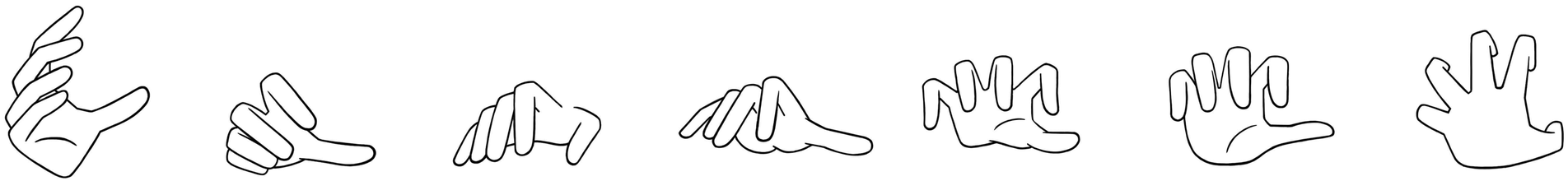

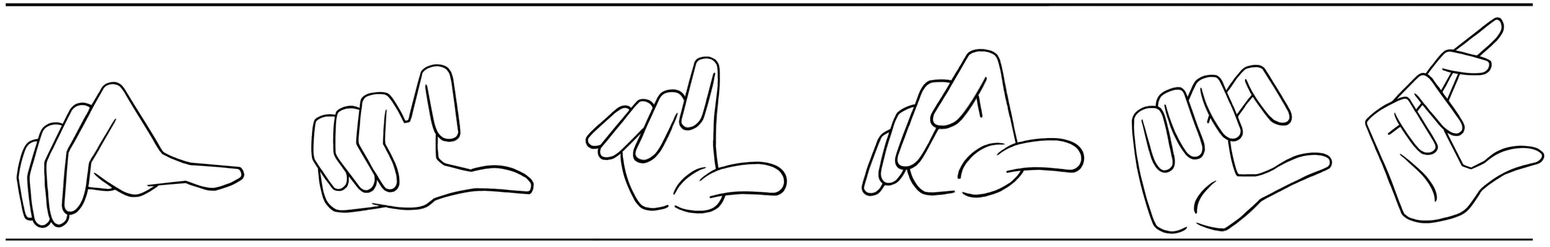

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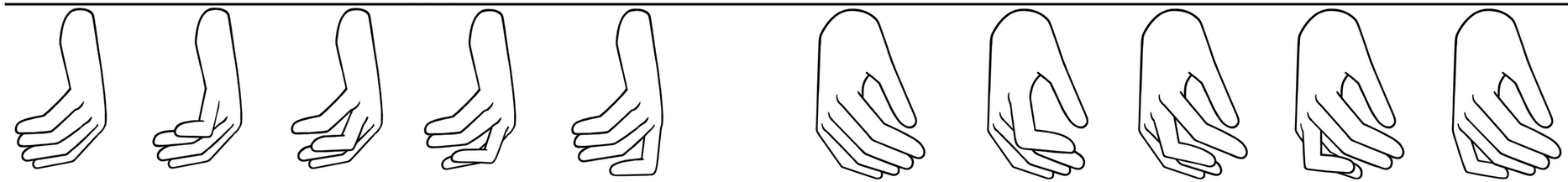

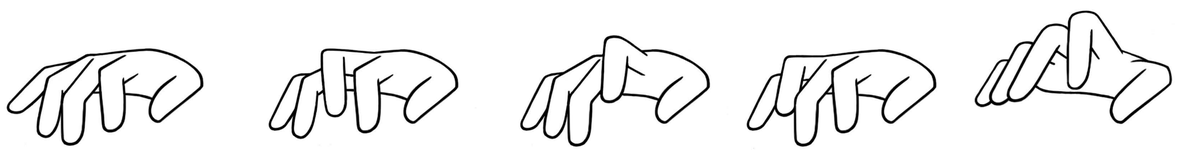

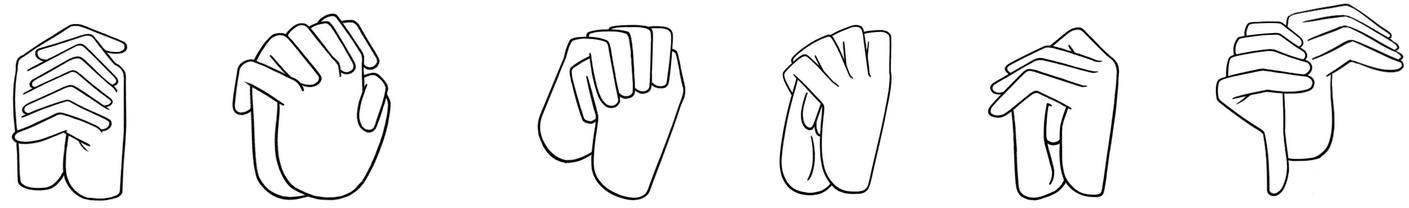

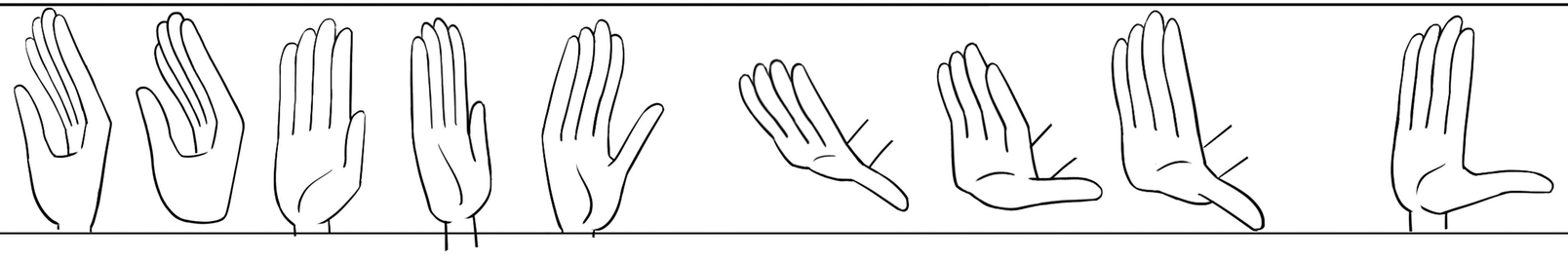

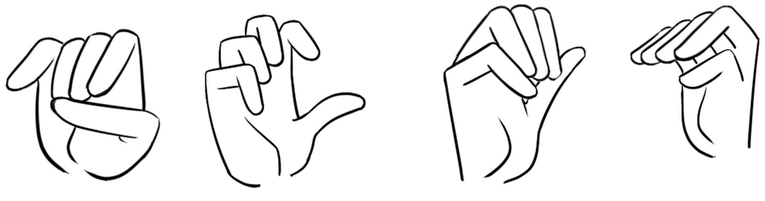

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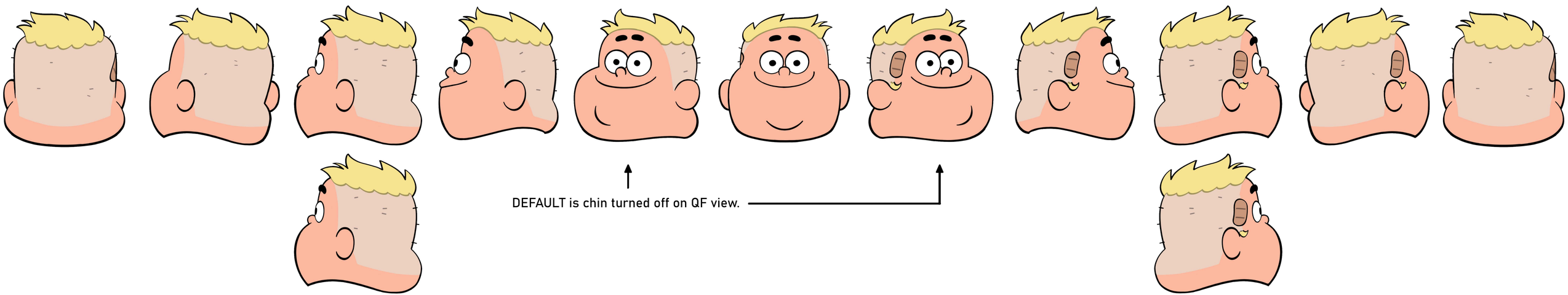
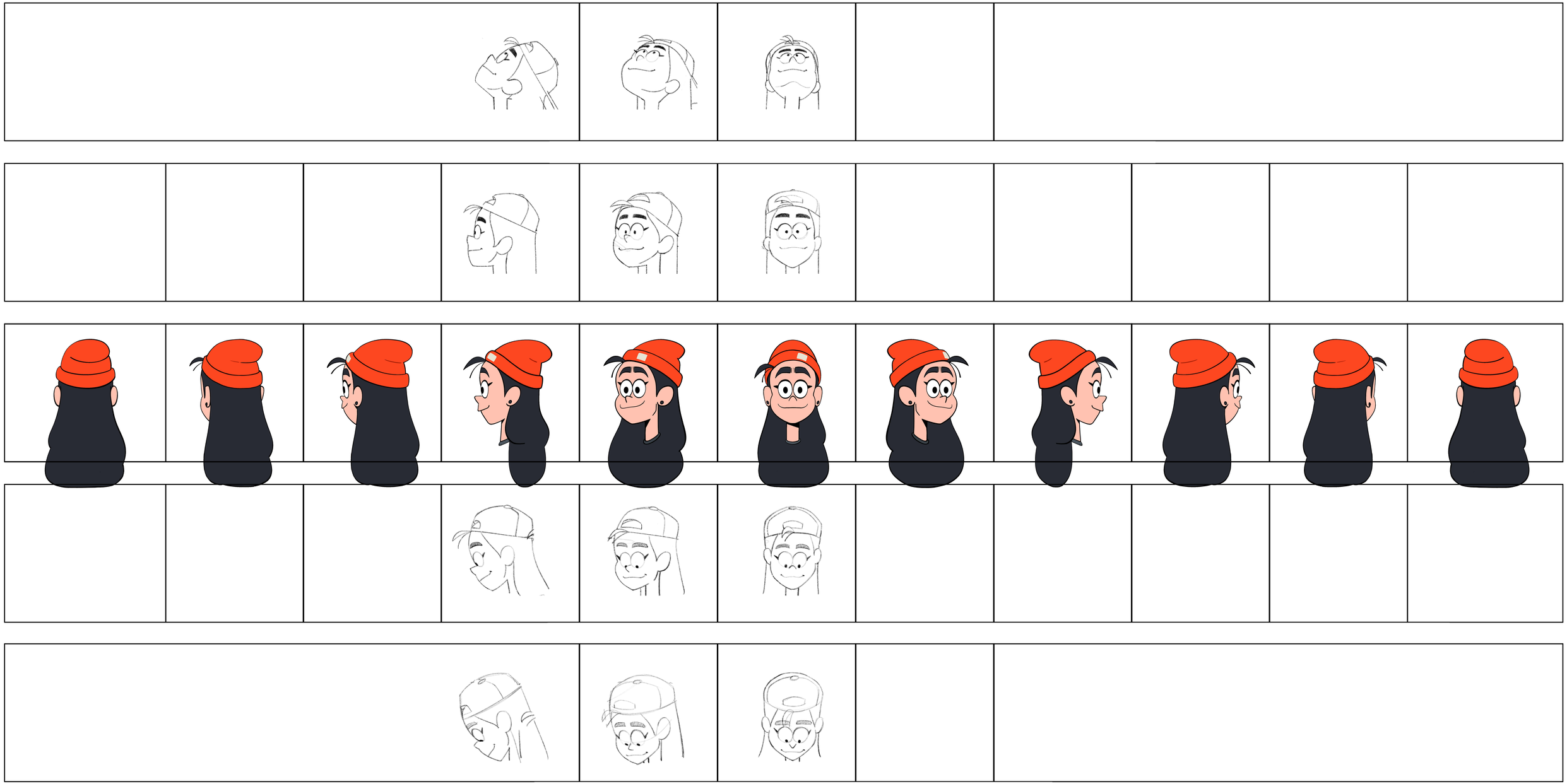
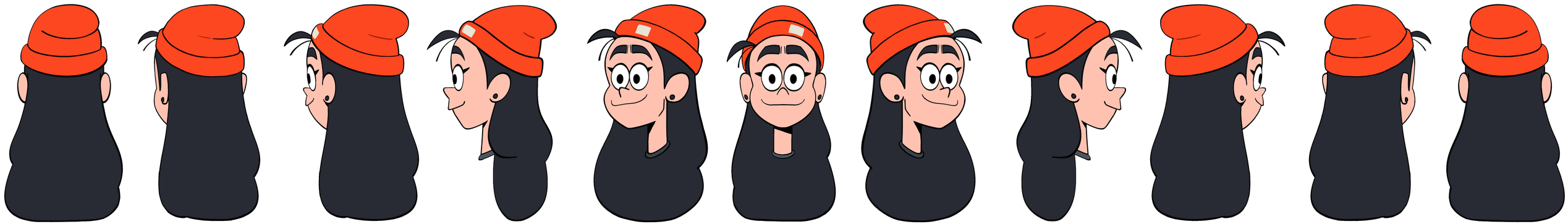
Do we need an inbetween for Crystal mouth and eye showing

OG Lined up.
Small tweaks to line up features on head.

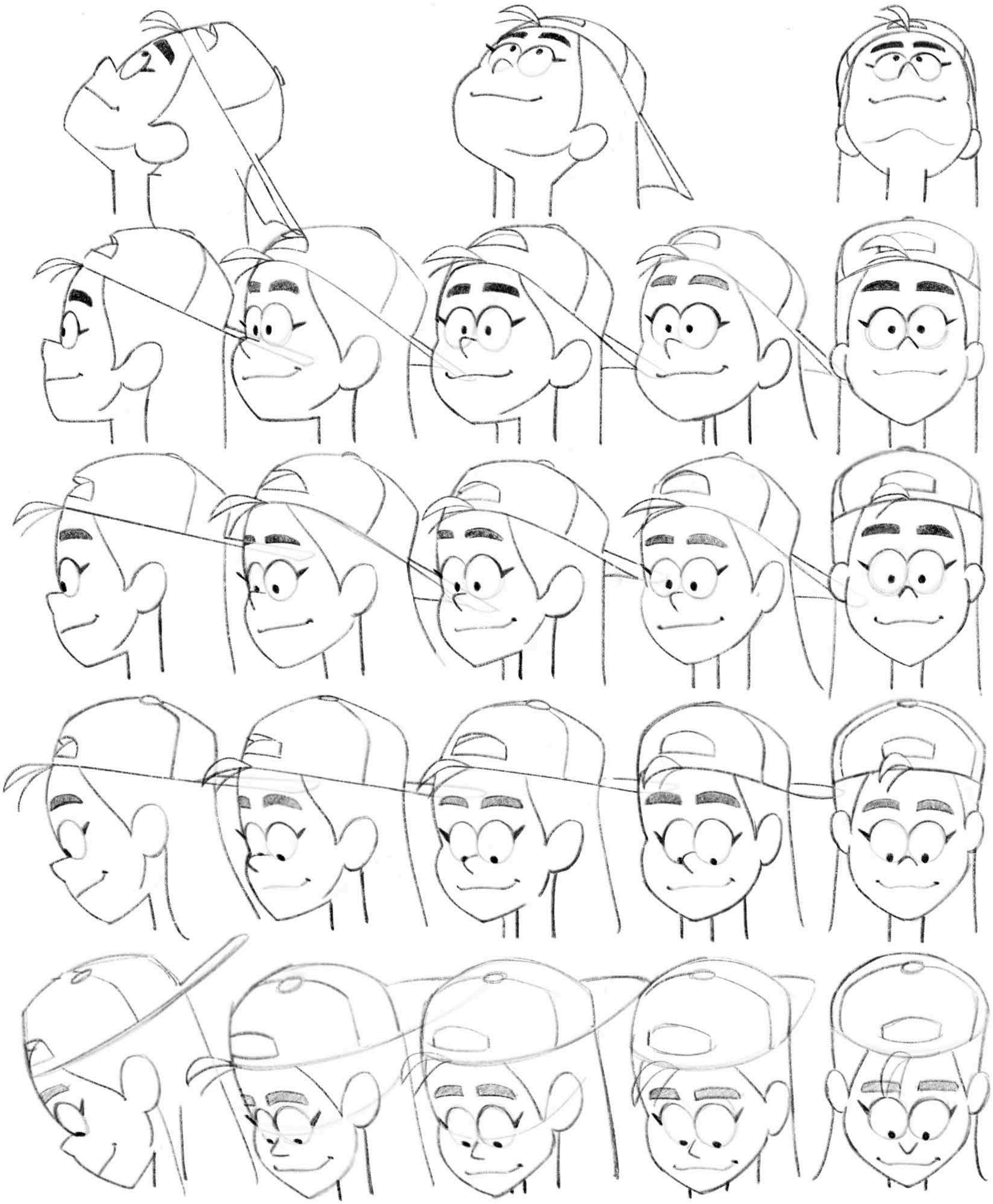
Would it be alright to go with this line up?
Can the two winged hair peices be symmetrical?


DEFAULT is chin turned off on QF view.





TEMI

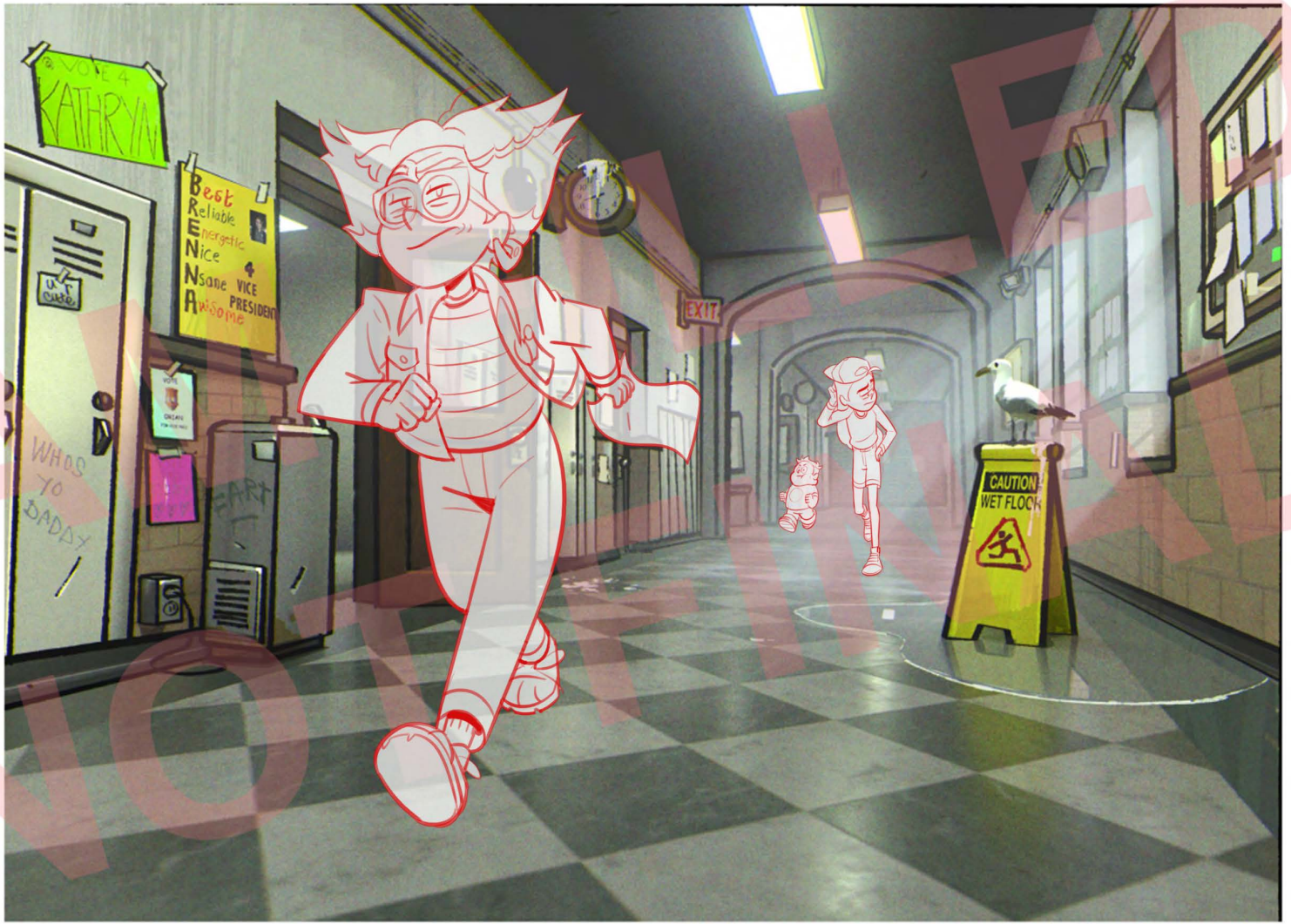


NETFLIX	Episode: 101	Asset: StyleCarTest02	Stage: CONCEPT	Version: v001	Artist:

UAHP

UAMFULLED

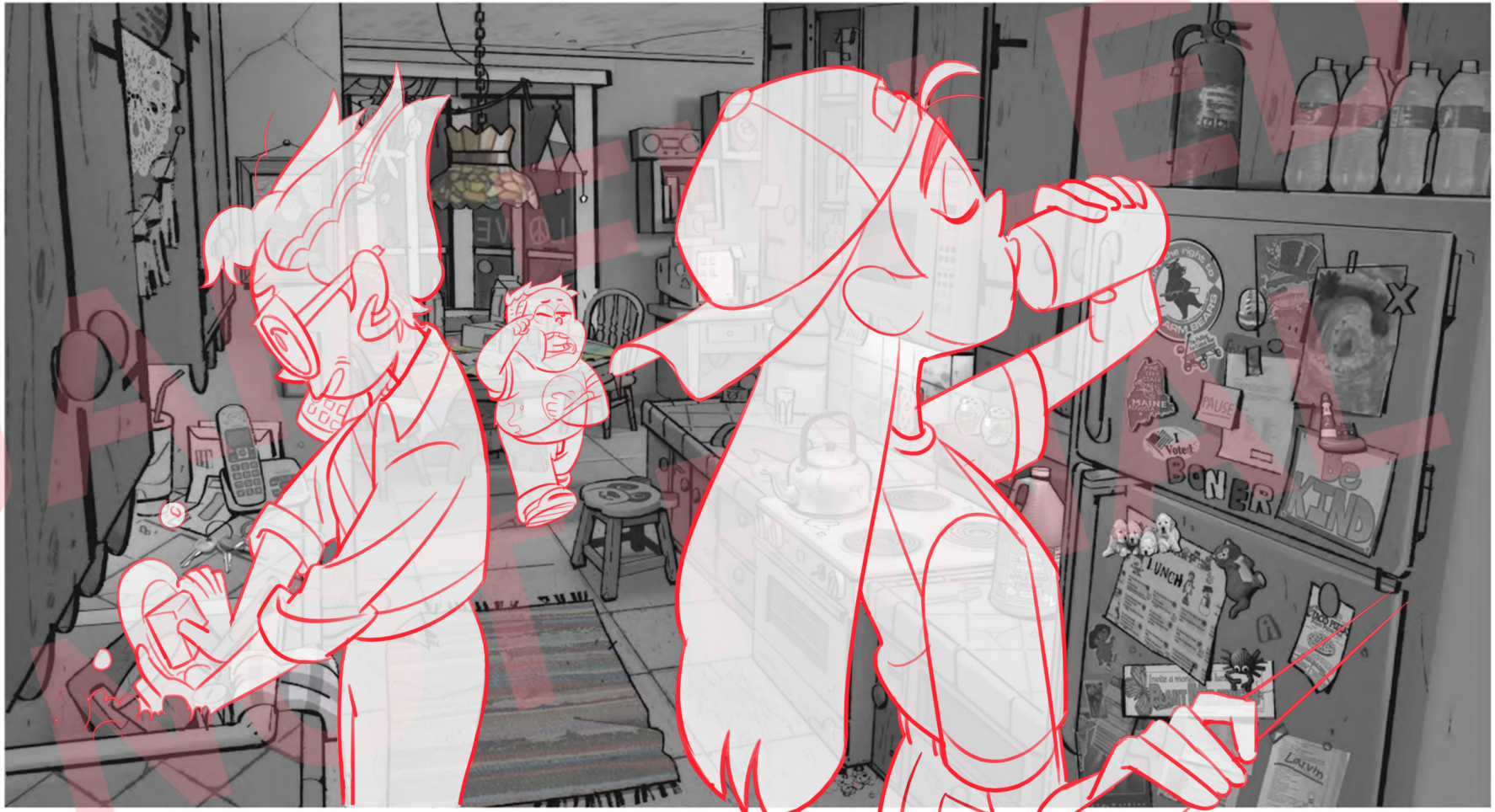
NETFLIX	Episode: 101	Asset: LBHighSchoolHallwayInt	Stage: COLOR	Version: v001	Artist:



UAHP

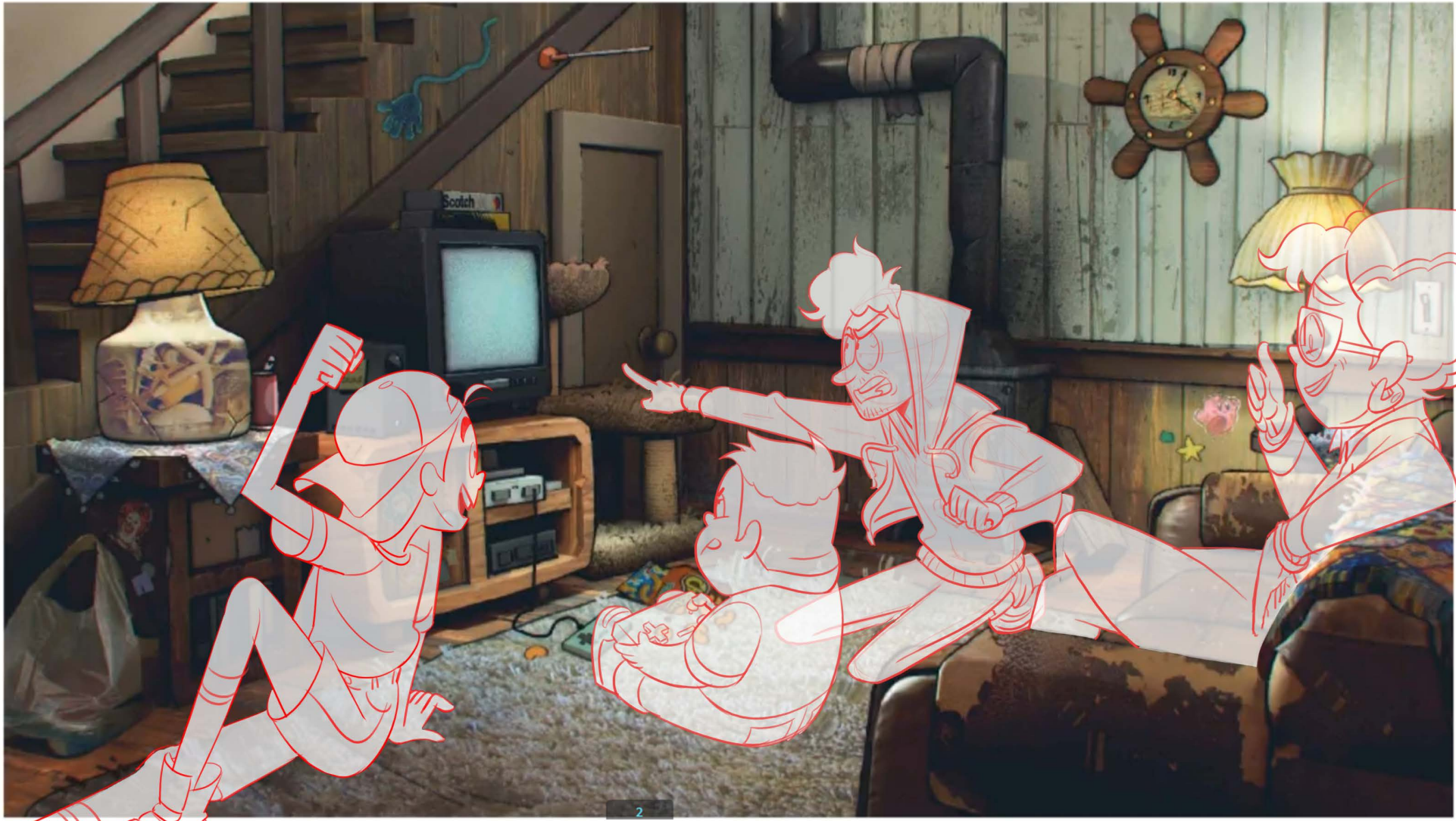
UNAUTHORIZED NOT FOR USE

NETFLIX	Episode: 101	Asset: WoodsHouseKitchenInt	Stage: CONCEPT	Version: v001	Artist:

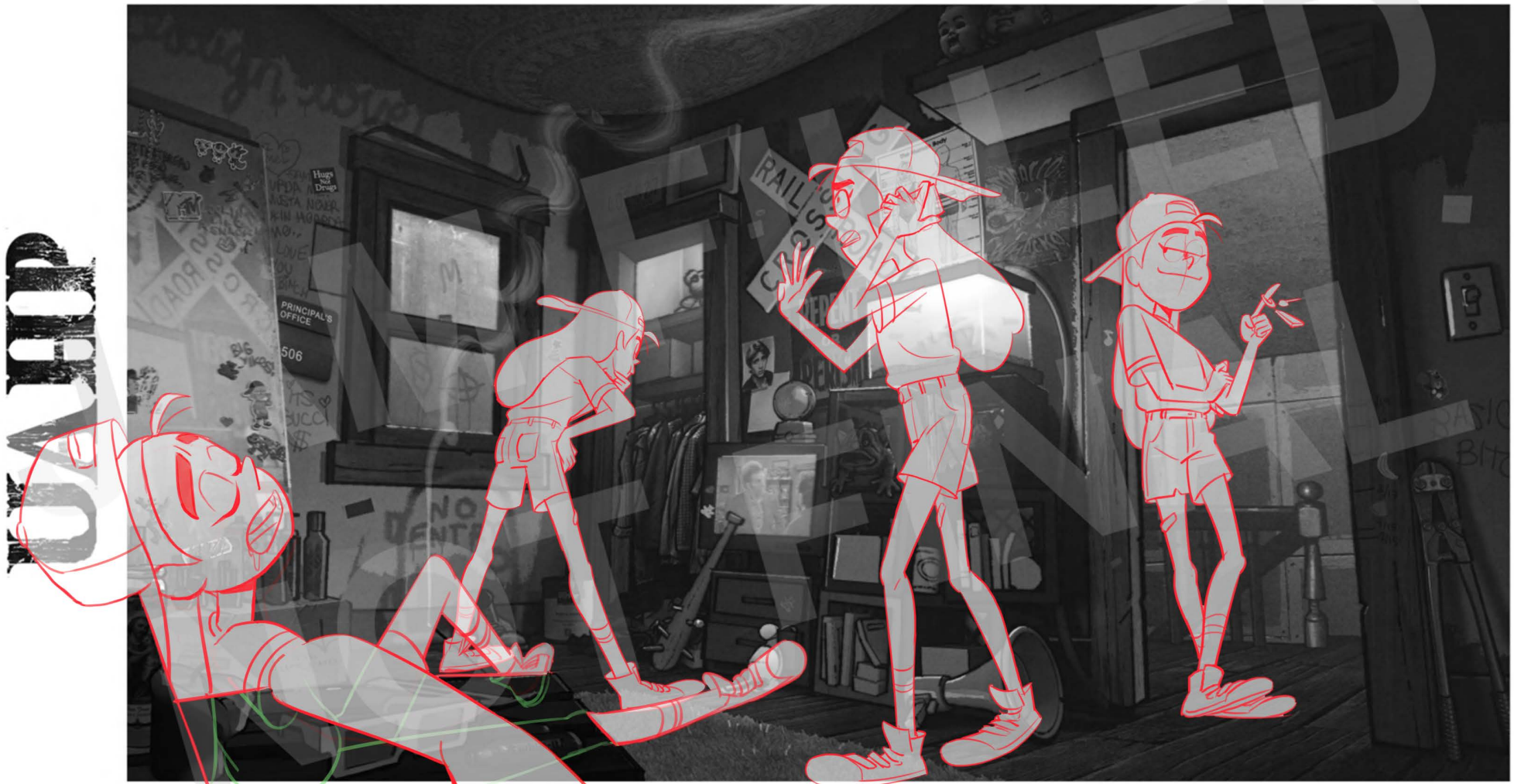


UAHP

UNAPPROVED


Scotch

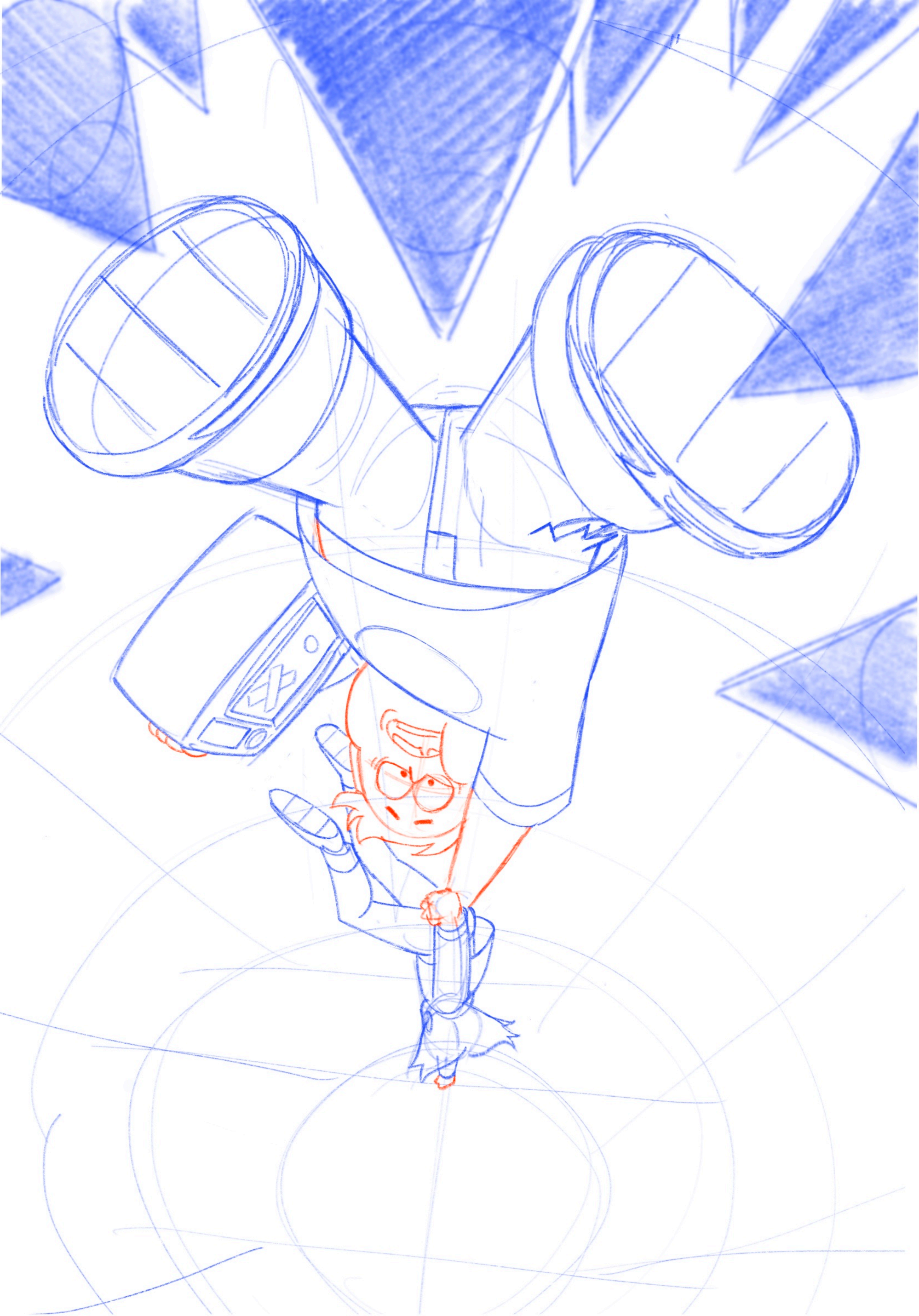
NETFLIX	Episode: 101	Asset: WoodsHouseMelsRoomTwdClosetInt	Stage: COLOR	Version: v001	Artist: JI

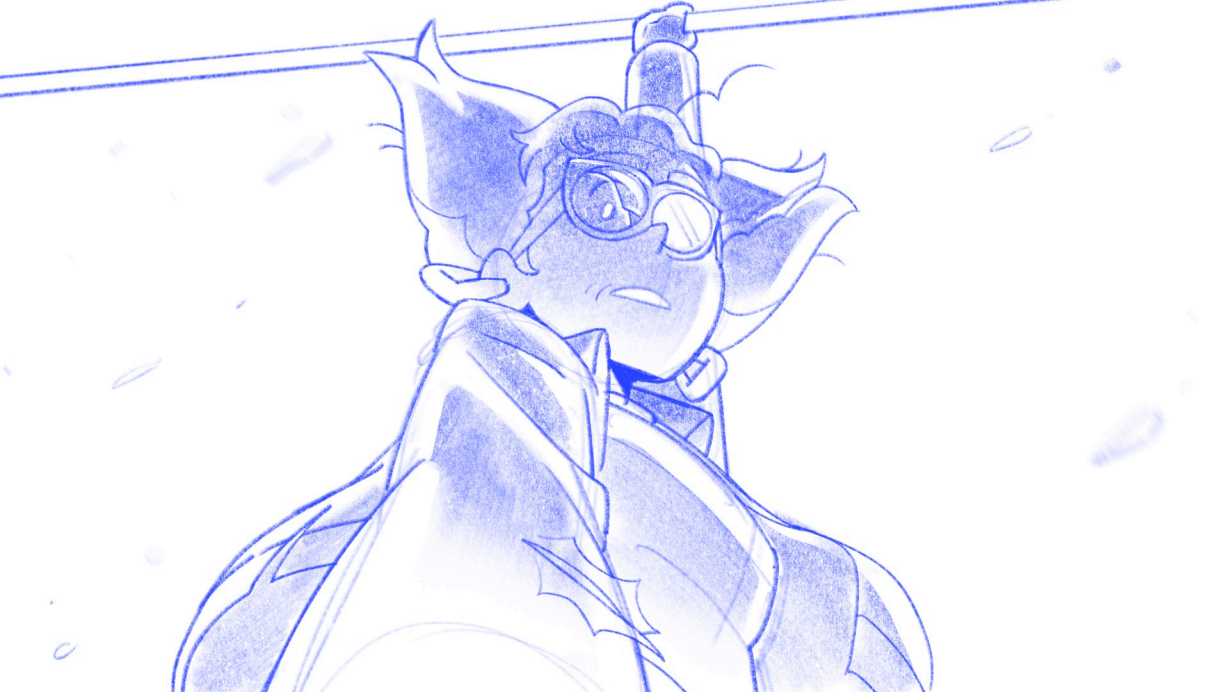
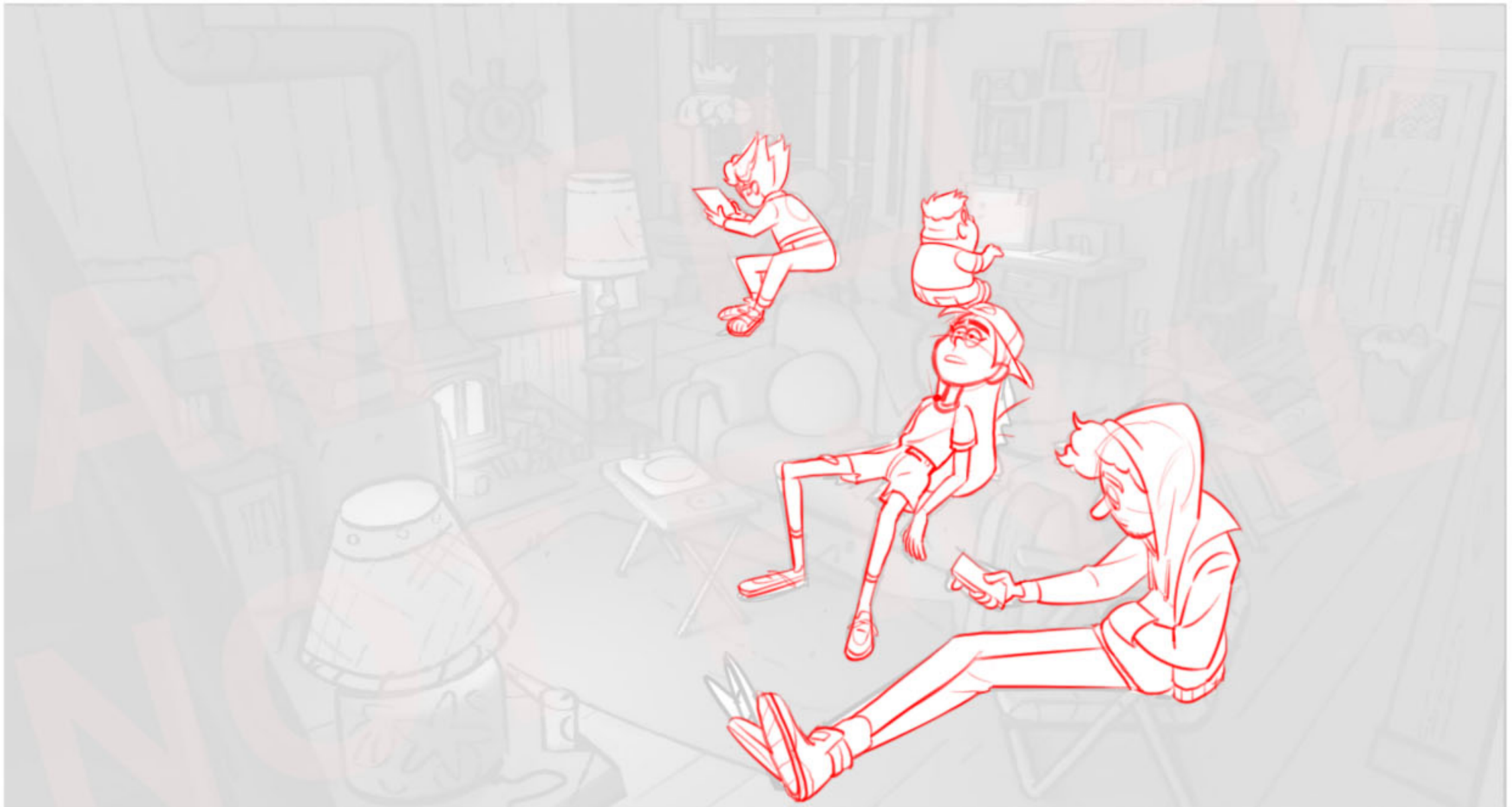
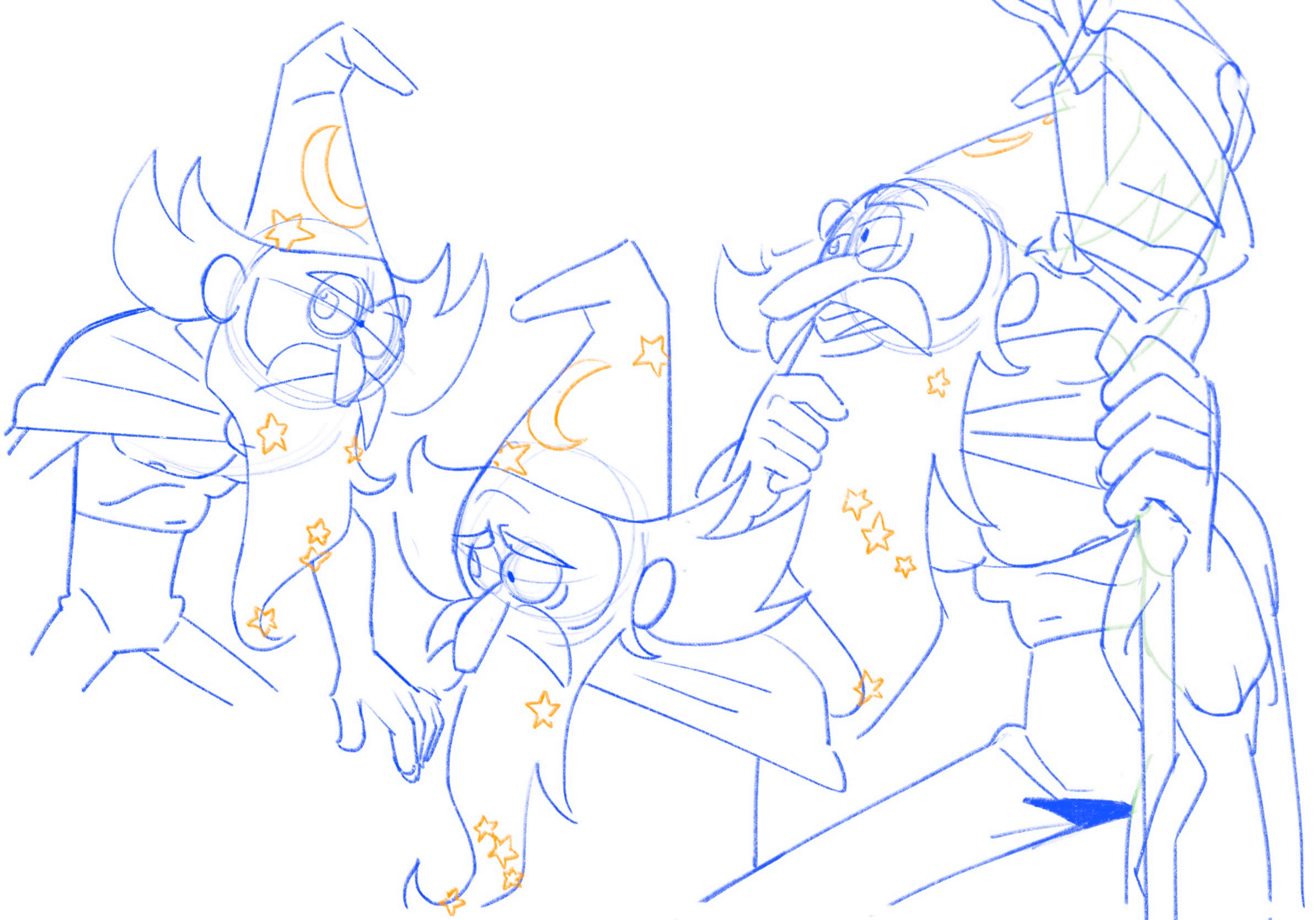
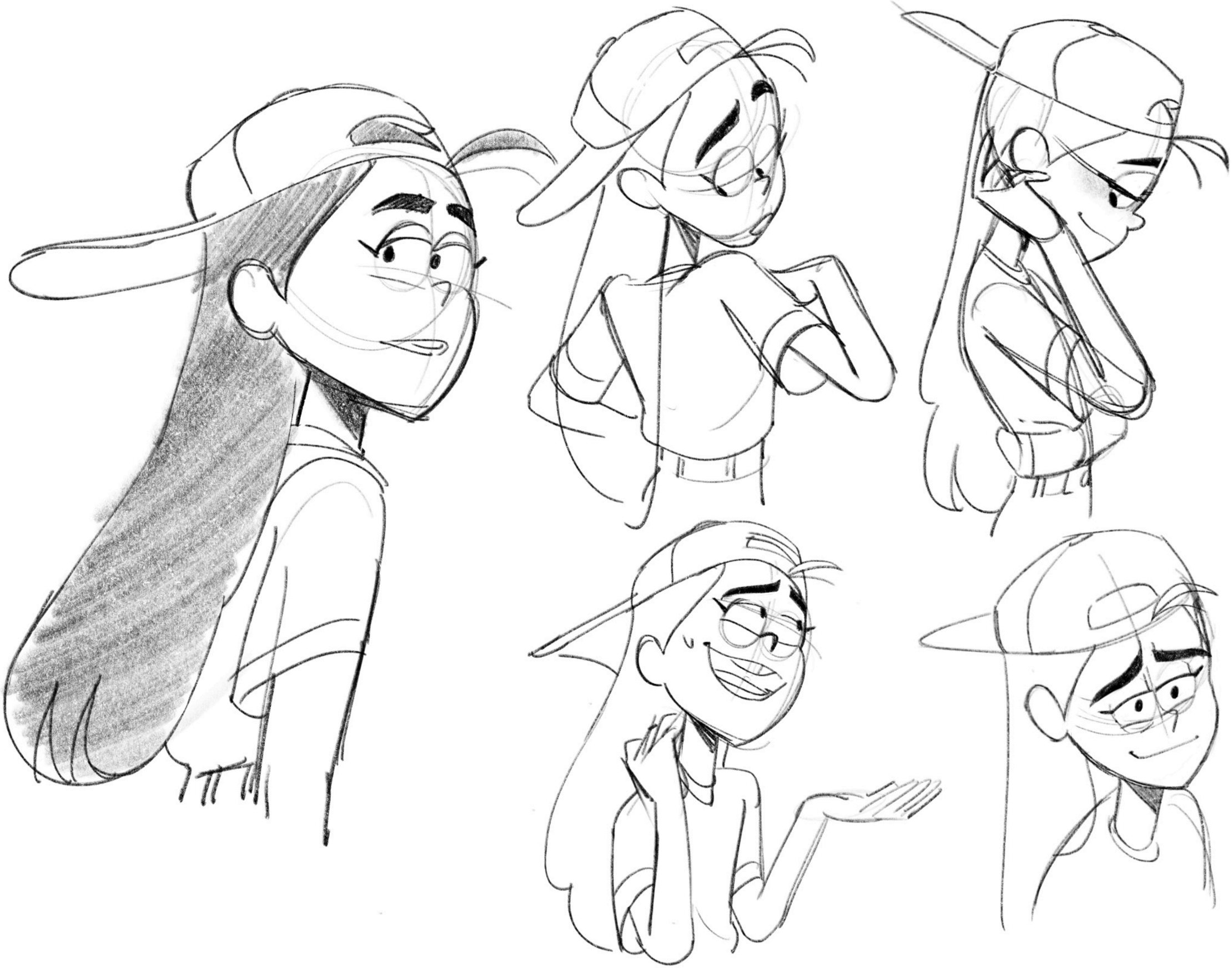
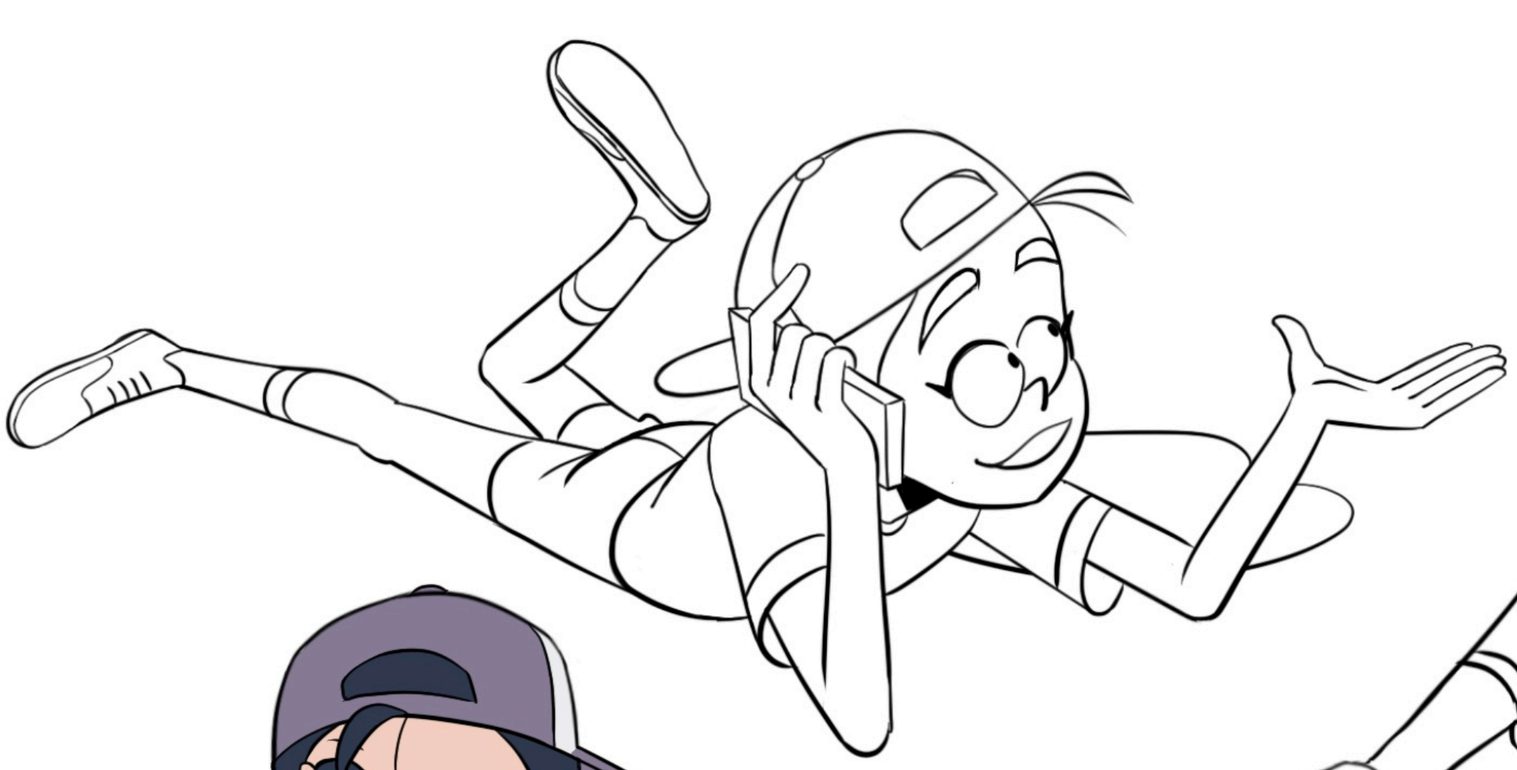
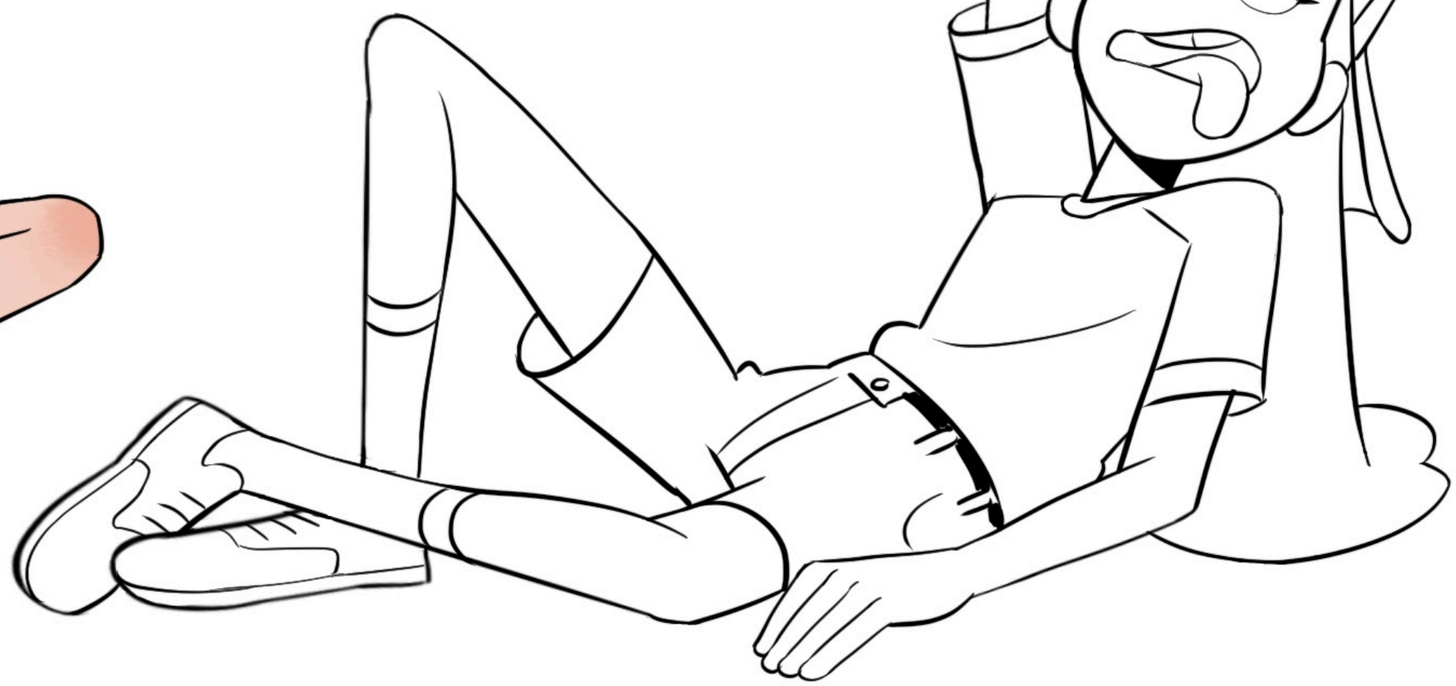
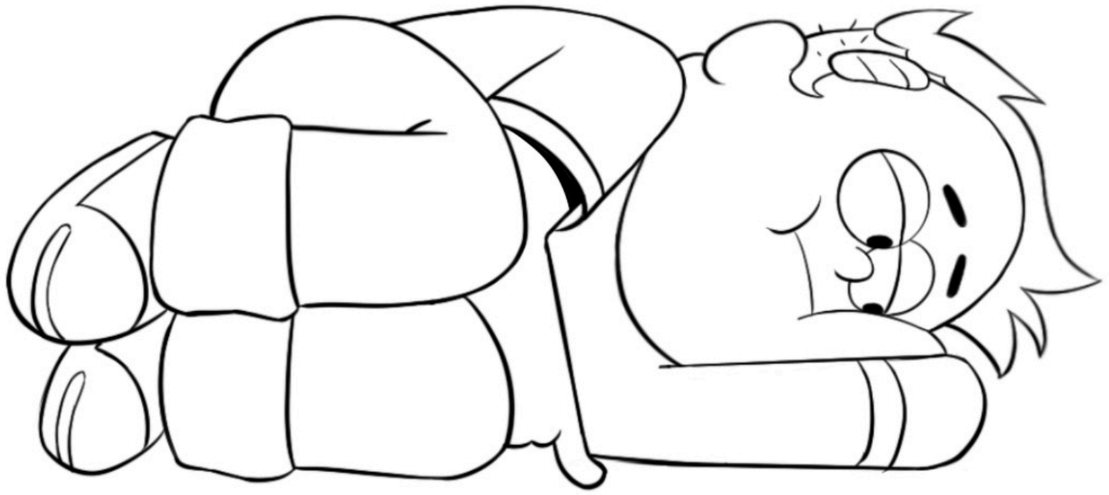
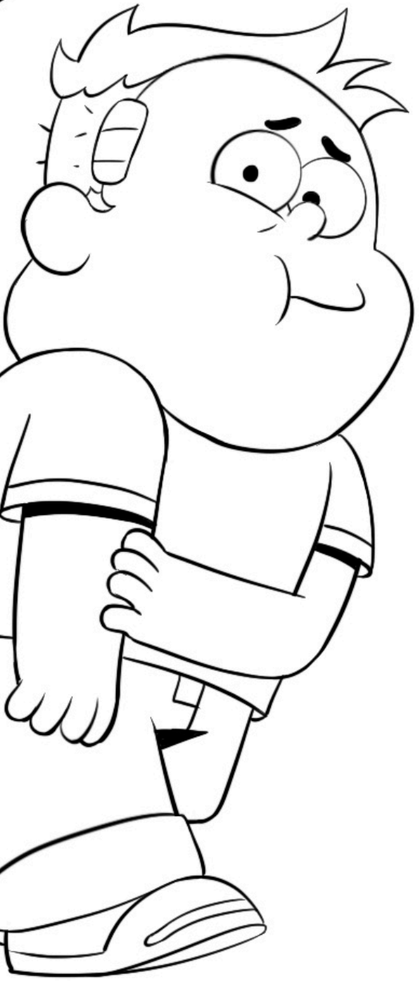
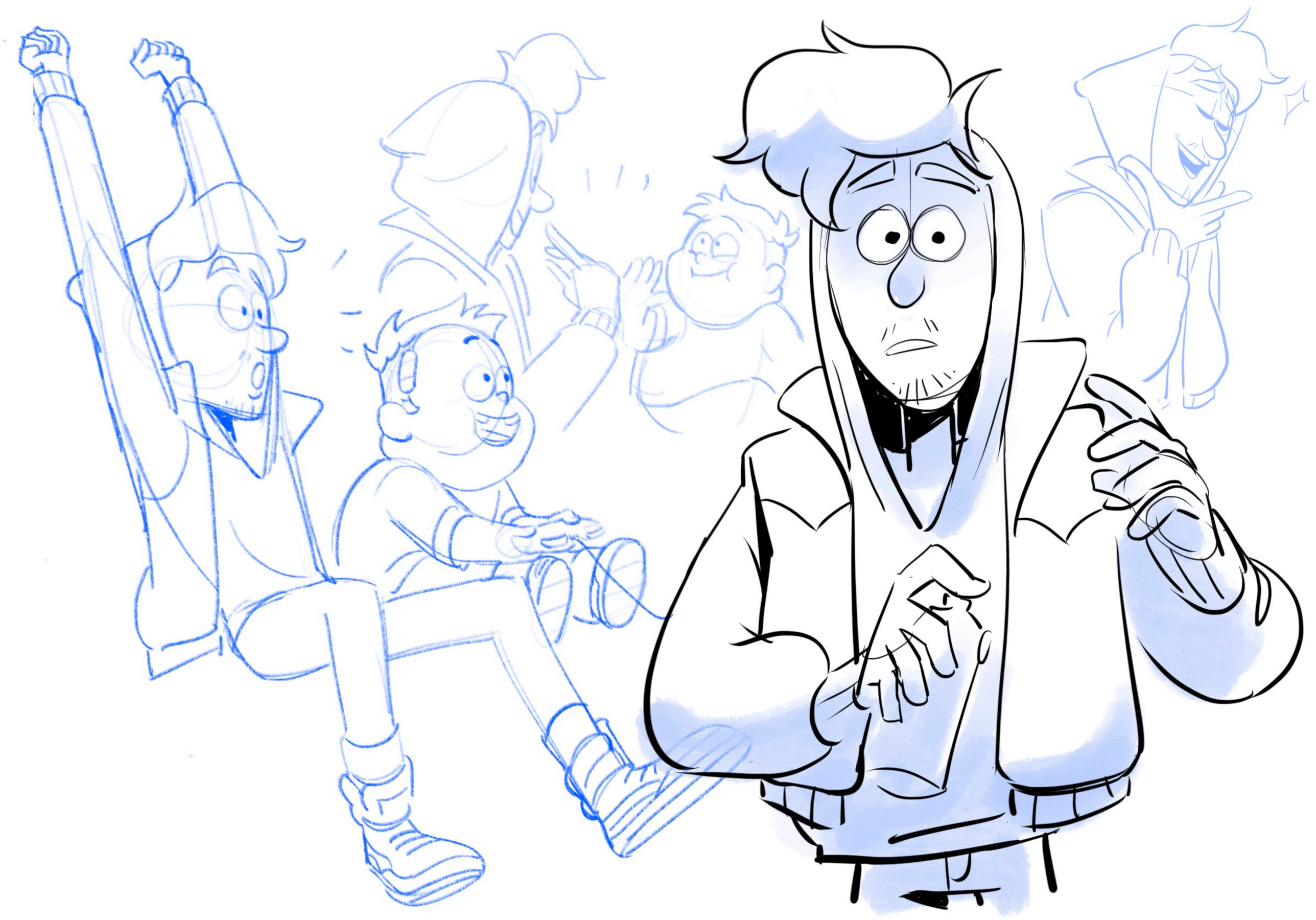
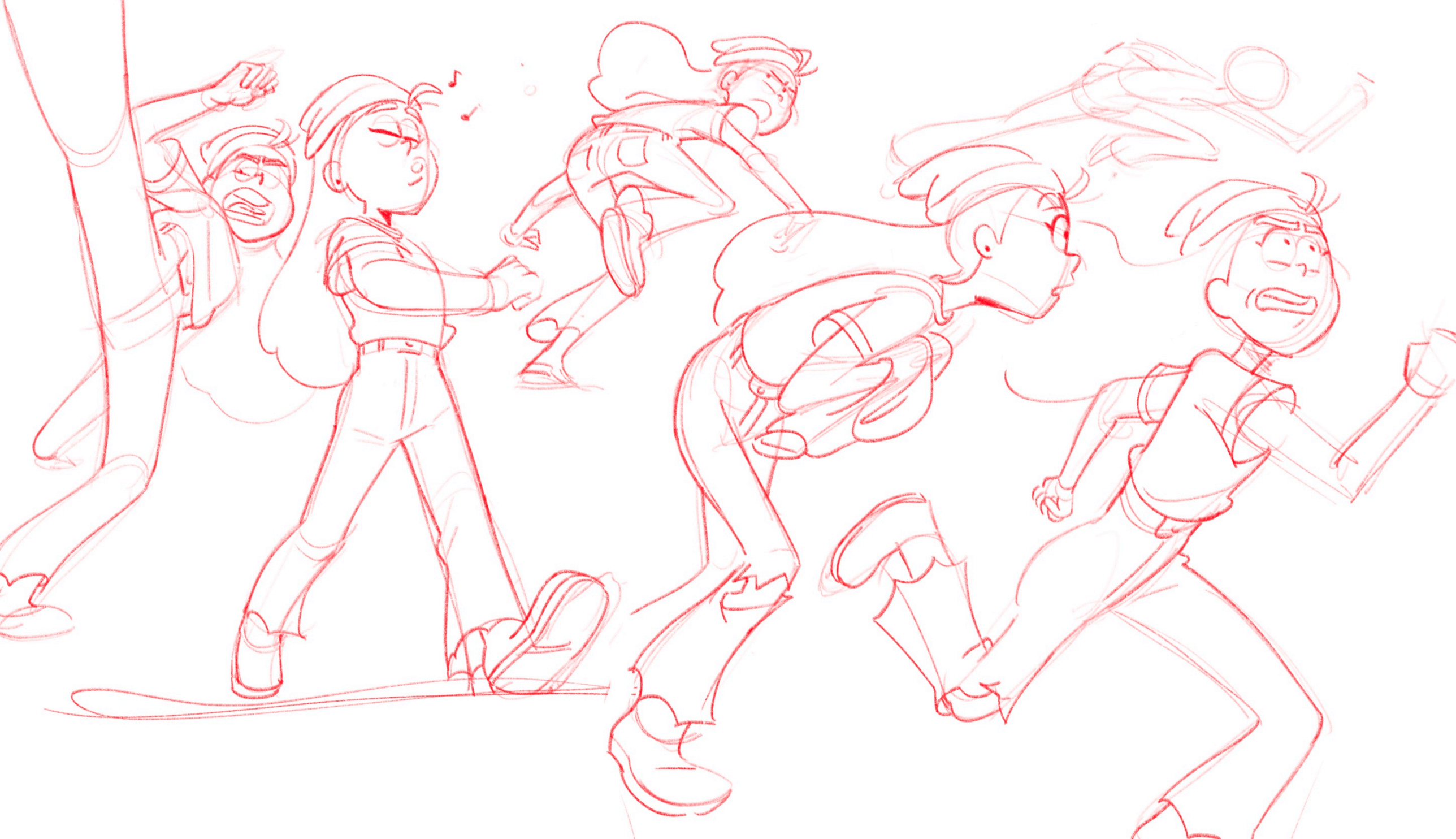
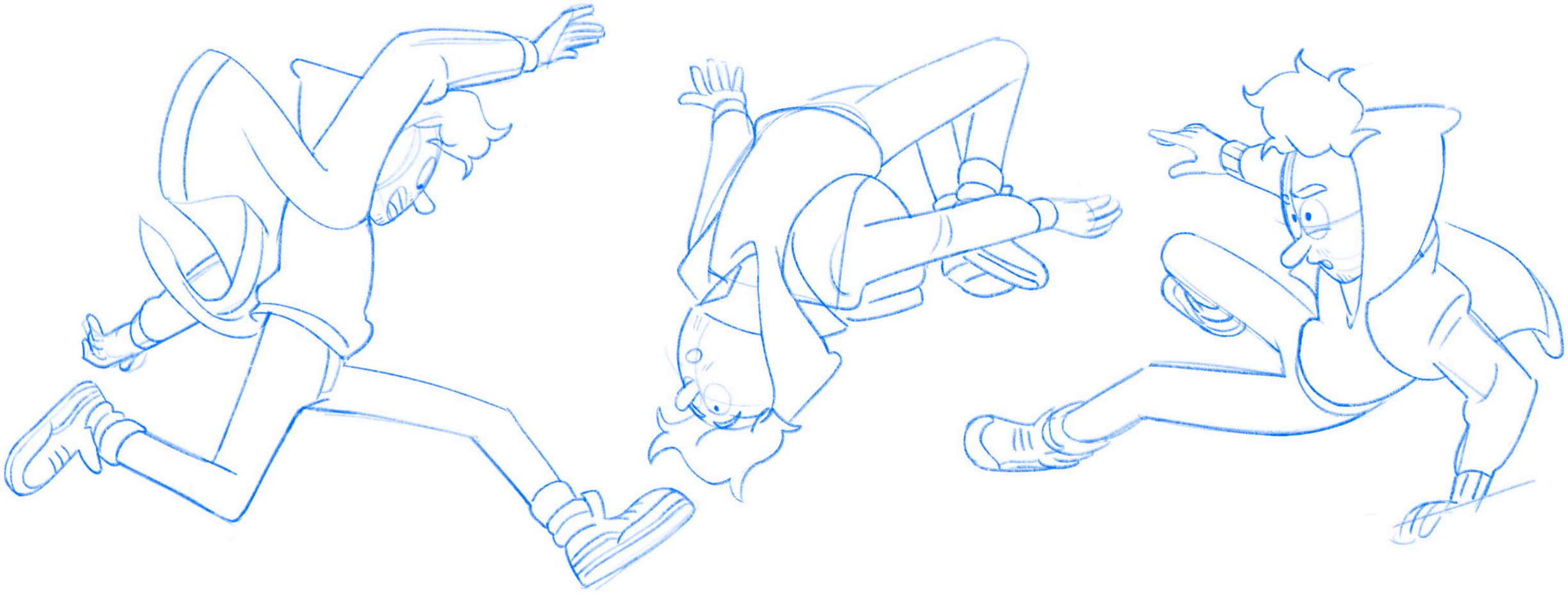


UNFINISHED

NETFLIX	Episode: 101	Asset: WoodsHouseMelsRoomTwdBedInt	Stage: COLOR	Version: v001	Artist: JI

UAHP
UNPUBLISHED
NOT FOR PUBLICATION





NETFLIX	Episode: 101	Asset: WoodsHouseLivingRoomTwdKitchenStagingInt	Stage: CONCEPT	Version: v001	Artist: